



Thirdspace Alien Fighter

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 8
In Service: Primordial	Turn Delay: 1/3 Speed	Stb/Port Defense: 11
Point Value: 650	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +16
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Plasma Matrix	
Class: Plasma	
Modes: Standard	
Dmg: 2d10+8 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: n/a	
Rate of Fire: 2 per turn	
Note: Can combine both shots into a single blast, scoring 4d10+8 (-1 per 2 hexes)	
Flash (no collateral) damage with range penalty -1 per 2 hexes	
Phase Shield	
Absorbs a number of points of damage equal to its number of boxes. A given direction's shields can be voluntarily lowered to increase those on another side. See rules.	

HIT LOCATIONS

- 1-9: Structure
- 10-11: Plasma Matrix
- 12-14: Phase Shield
- 15: Self-Repair
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

- Agile Ship
- Atmospheric Capable
- Gravitic Drive System
- Advanced Sensors
- Advanced Armor

SENSOR DATA

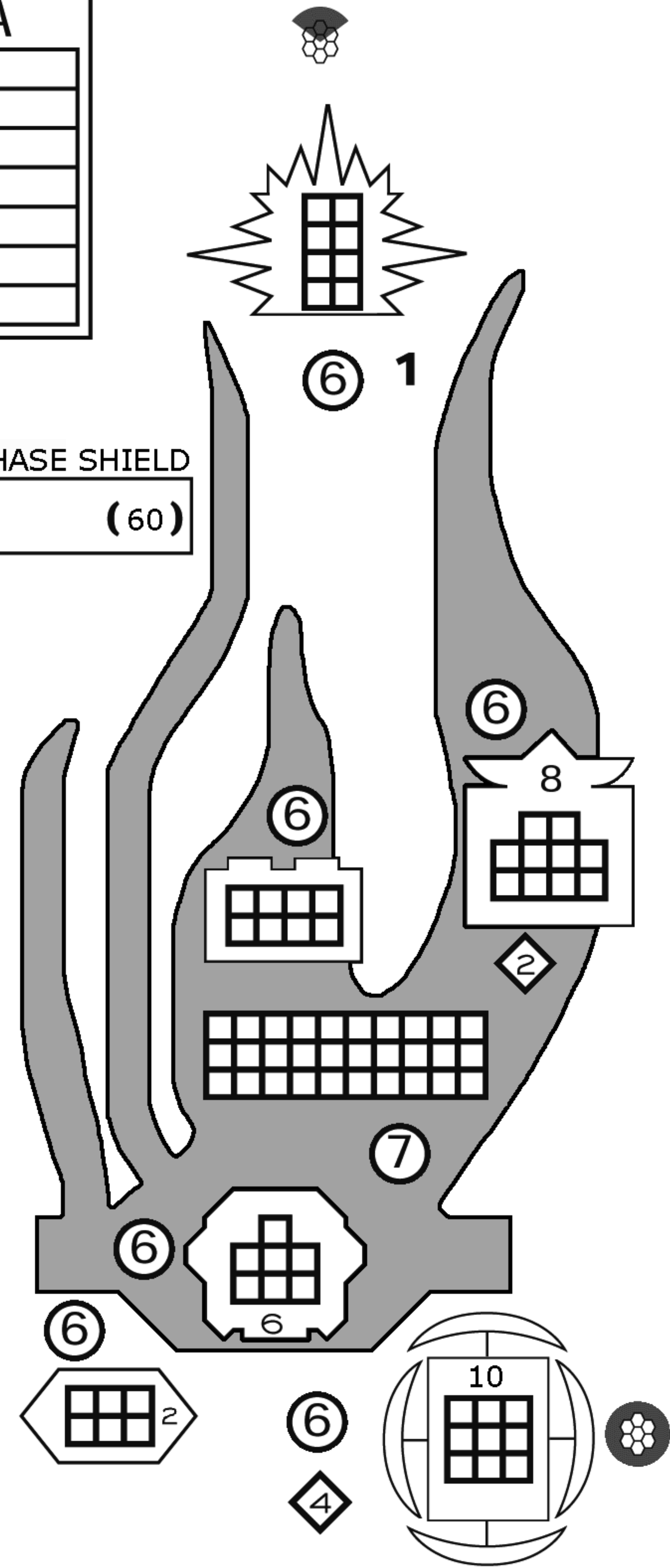
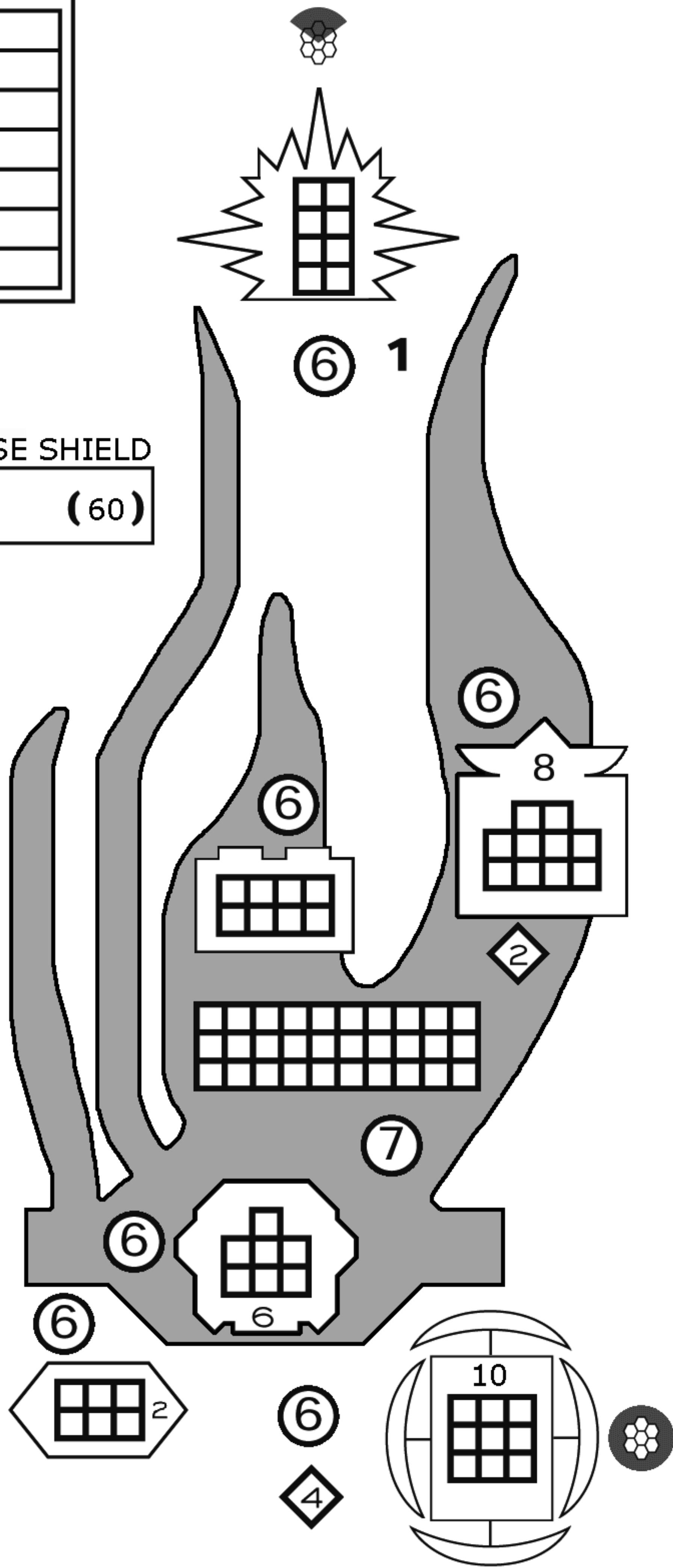
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
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PHASE SHIELD
(60)

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(60)



ICON RECOGNITION

- Control
- Drive
- Reactor
- Self-Repair
- Phase Shield
- Plasma Matrix