



Invid Clamshell Dropships (4)

SPECS

Class: Lt Combat Vsl
 In Service: Unknown
 Point Value: 40 each
 Ramming Factor: 40
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 11
 Engine Efficiency: 1/1
 Extra Power: 0
 Initiative Bonus: +14

WEAPON DATA

Mecha Deployment:
 Fighters are not designed to but may launch in space if necessary. Ship may launch fighters at a rate equal to the cargo transfer rate. When launching the cargo hold is considered to have an armour value of zero.

| | | | | | | | | | | | | |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| 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 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 |

HIT LOCATIONS

- 1-11: Structure
- 12-15: Cargo
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

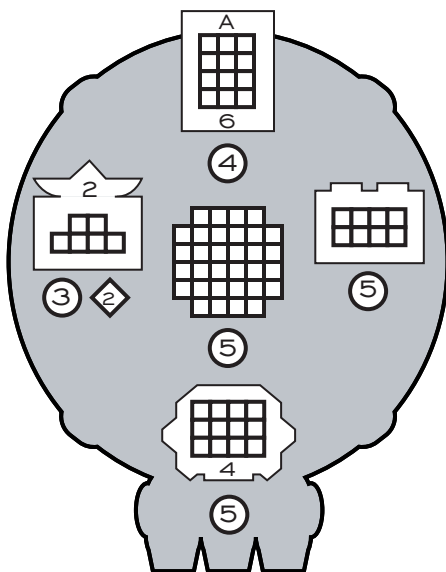
- Agile Ships
- Atmospheric Capable
- Ignores LCV EW Restrictions
- Requires 3 Hangar Boxes

CARGO HOLD

- 12 Medium Fighters (or)
- 2 Inorganic Platoons

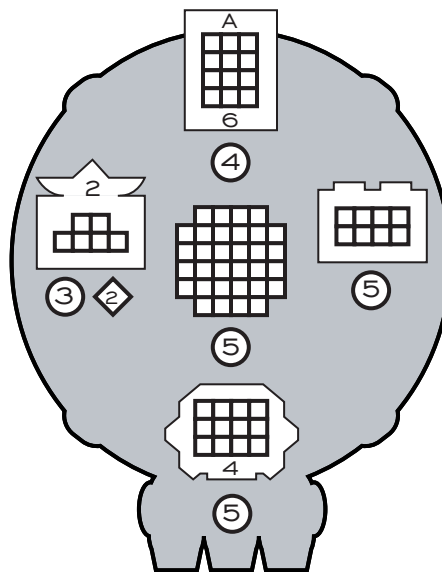
SENSOR DATA

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



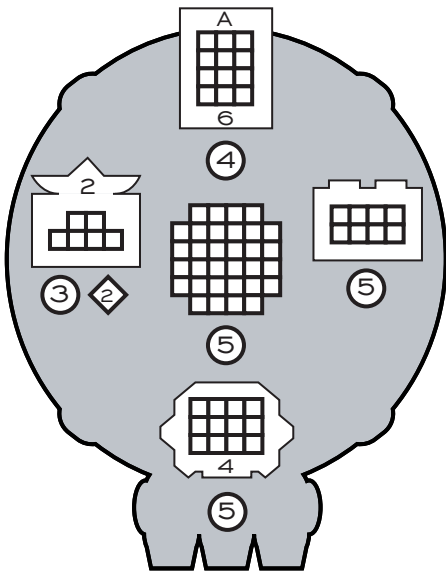
SENSOR DATA

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



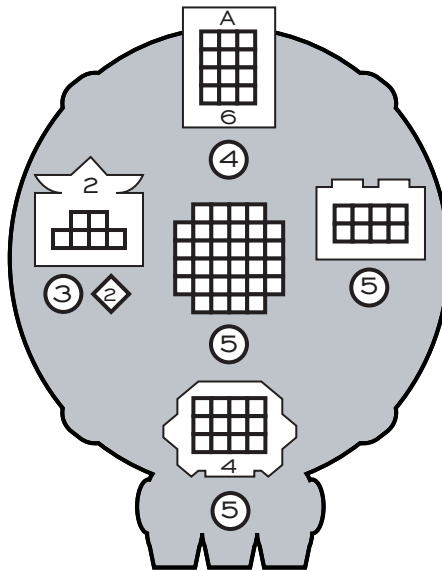
SENSOR DATA

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| Defensive EW | |
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| Target #4 | |
| Target #5 | |
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SENSOR DATA

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



ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo