



2ND EDITION

Invid Large Mobile Hive

SPECS Class: Enormous Unit In Service: 1454 Point Value: 2350 Ramming Factor: 450 Fold Delay: 22 Turns	MANEUVERING Turn Cost: 3x Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 6 Thrust Pivot Cost: 0+0 Thrust Roll Cost: 0+0 Thrust	COMBAT STATS Fwd/Aft Defense: 21 Stb/Port Defense: 21 Engine Efficiency: 5/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7	8 9 10 11 12
Turn Cost	3 6 9 12 15 18 21	24 27 30 33 36
Turn Delay	2 3 5 6 8 9 11	12 14 15 17 18

WEAPON DATA
Dispersed Burst
Class: Plasma
Mode: Standard
Damage: 1d6+2
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: n/a
Note: Follows rules for Plasma Webs

Concentrated Beam
Class: Plasma
Mode: Raking
Damage: 6d10+16
(-1 per 2 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-5
Intercept Rating: n/a
Special: Causes slip to accel, decel or stideslip depending upon thruster used. Multiple shots may cancel out any such effect.

Heavy Burst
Class: Plasma
Mode: Standard
Damage: 6d10+12
(-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Special: Must roll a critical hit on thruster after firing.

Weapon Criticals:
If no in-arc gravitic deflector shield is active, weapons firing through that arc are subject to the effects of both range and damage reduction criticals.

- GENERAL HITS**
1-6: Thruster
7-9: Side Hangar
10-11: Deflector Shield
12-18: Section Structure
19-20: PRIMARY Hit
- PRIMARY HITS**
1-8: Primary Structure
9-10: Shield Generator
11-13: Plasma Capacitor
14: Fold Drive
15: Sensors
16: Engine
17-18: Hangar
19: Reactor
20: C&C

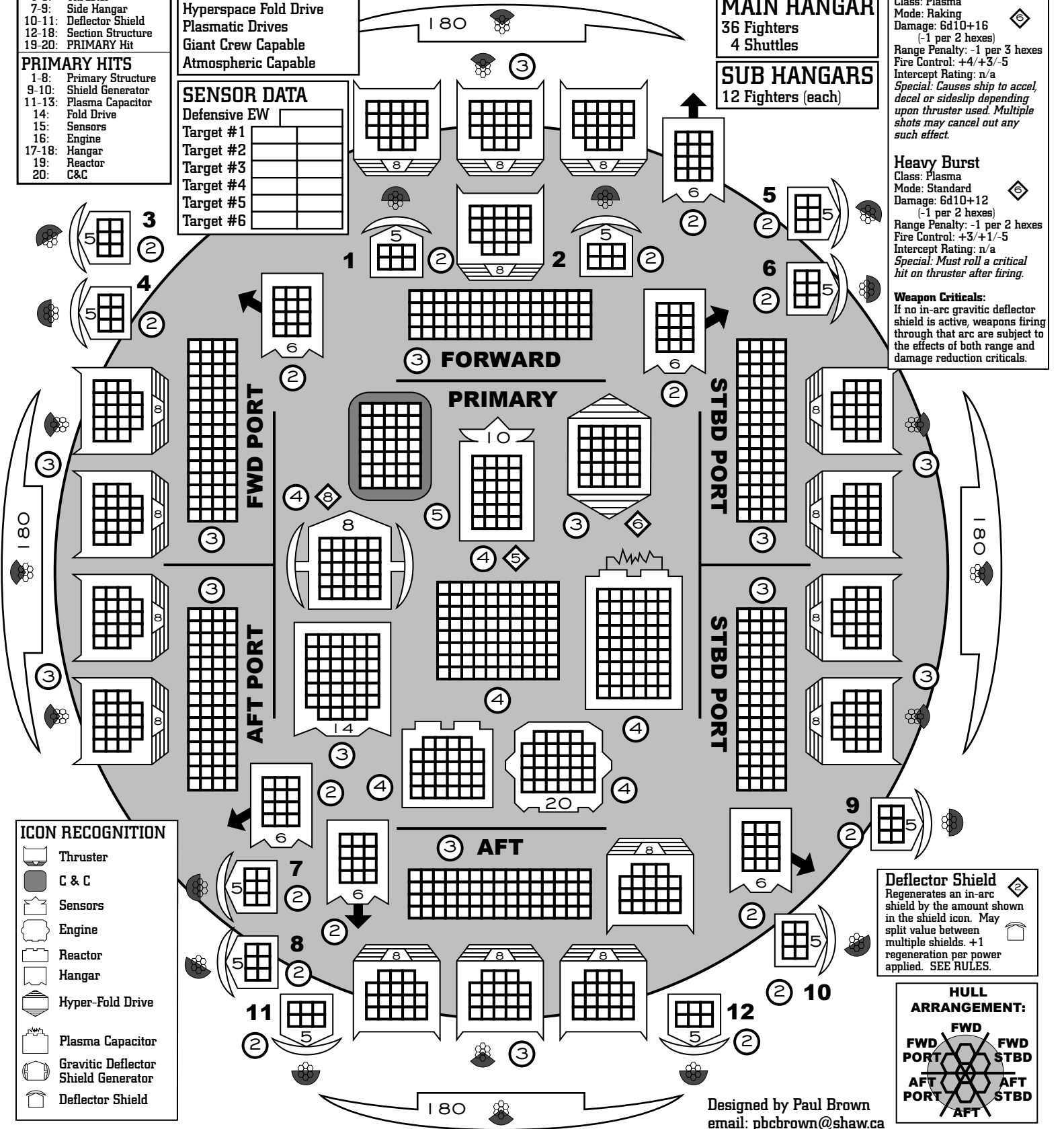
SPECIAL NOTES
Hyperspace Fold Drive
Plasmatic Drives
Giant Crew Capable
Atmospheric Capable

SENSOR DATA
Defensive EW

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

MAIN HANGAR
36 Fighters
4 Shuttles

SUB HANGARS
12 Fighters (each)



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Hyper-Fold Drive
 - Plasma Capacitor
 - Gravitic Deflector Shield Generator
 - Deflector Shield

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

