



2ND EDITION



Invid Medium Mobile Hive

SPECS

Class: Capital Ship
 In Service: 1454
 Point Value: 1240
 Ramming Factor: 210
 Fold Delay: 20 Turns

MANEUVERING

Turn Cost: 2x Speed
 Turn Delay: 1x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 0+0 Thrust
 Roll Cost: 0+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
 Stb/Port Defense: 17
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

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

Engine Flare

Class: Plasma
 Mode: Standard
 Damage: 2d10+10 (-1 per hex)
 Range Penalty: -2 per hex
 Fire Control: +2/+0/-
 Intercept Rating: n/a
Special: Ignores critical effects caused by lack of shielding through firing arc.

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 ship to accel, decel or sideslip depending upon thruster used. Multiple shots may cancel out any such effect.

Medium Burst

Class: Plasma
 Mode: Standard
 Damage: 4d10+8
 (-1 per 2 hexes)
 Range Penalty: -2 per 3 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.

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.

GENERAL HITS

- 1-5: Thruster
- 6-8: Side Hangar
- 9-10: Deflector Shield
- 11-18: 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
 Special Hull Arrangement

SENSOR DATA

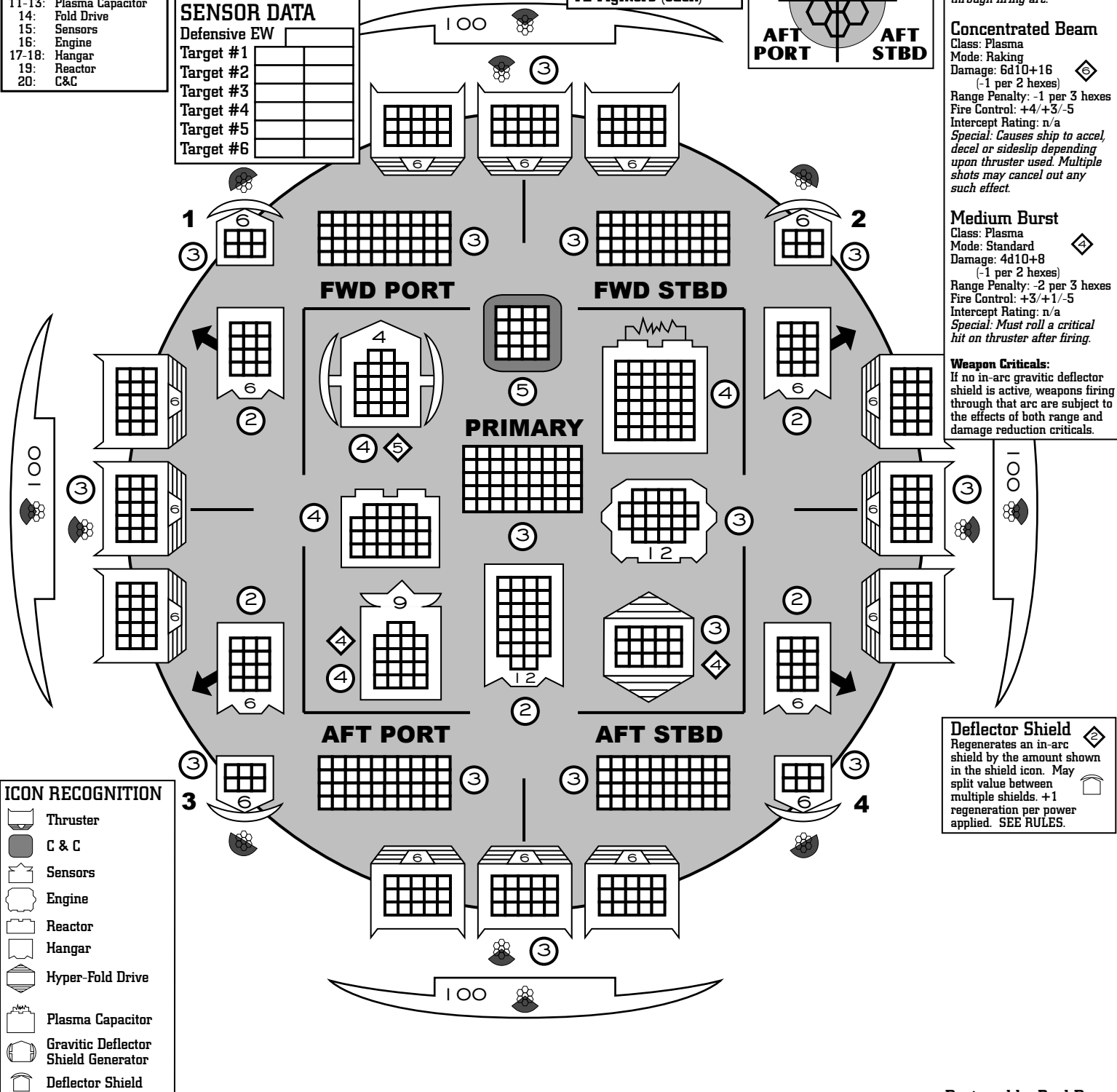
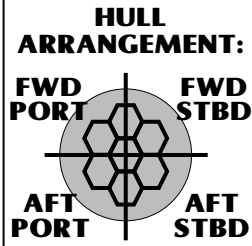
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MAIN HANGAR

24 Fighters
 2 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