



# Invid Mollusk Transports (4)

## SPECS

Class: Lt Combat Vsl  
 In Service: Unknown  
 Point Value: 50 each  
 Ramming Factor: 35  
 Jump Delay: 16 Turns

## 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 (14)  
 Stb/Port Defense: 11 (14)  
 Engine Efficiency: 1/1  
 Extra Power: 0  
 Initiative Bonus: +14

## WEAPON DATA

**Hangar Deployment:**  
 Fighters may only launch when hangar doors have been deployed. Opening the hull takes one turn, after which fighters may launch/land. During deployment, use higher defensive profile and reduce hangar armor to 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

- 1-10: Structure
- 11-14: Hangar
- 15: Jump Drive
- 16-17: Drive
- 18-19: Reactor
- 20: Control

## SPECIAL NOTES

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

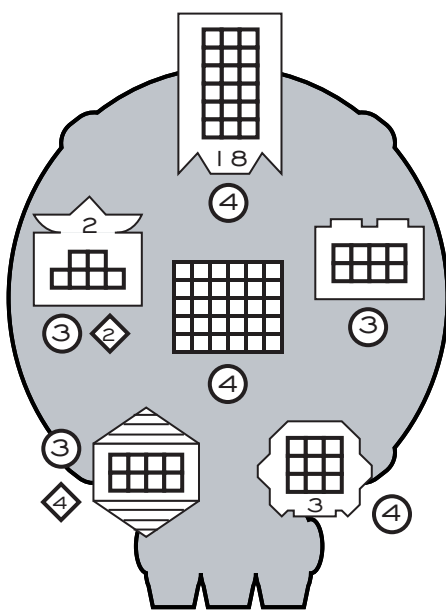
## HANGARS

18 Light Fighters

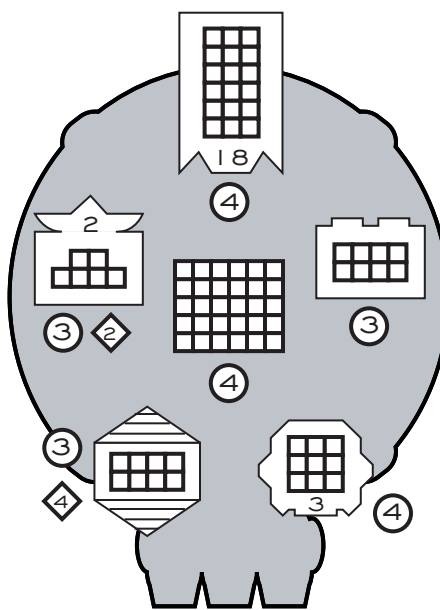
## SENSOR DATA

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

Deployed:



Deployed:



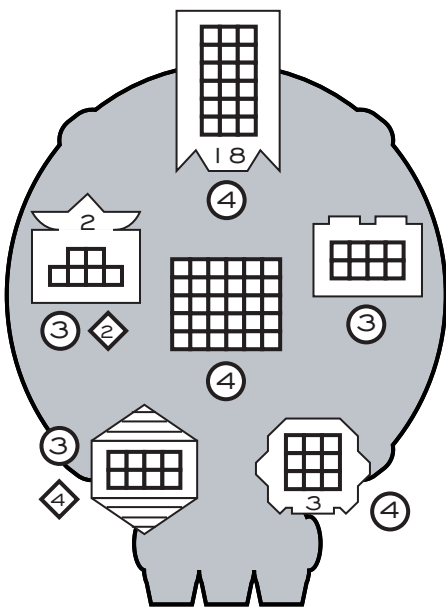
## SENSOR DATA

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

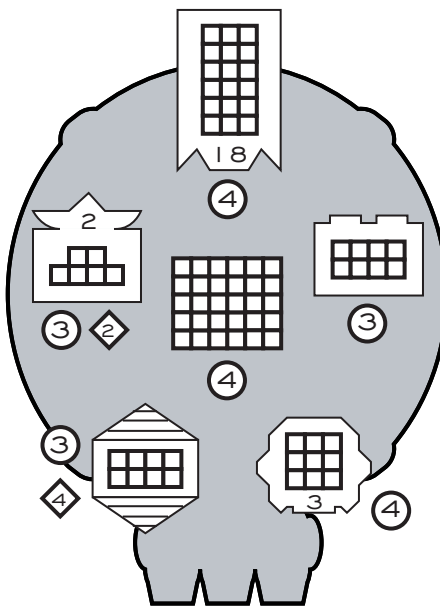
## SENSOR DATA

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

Deployed:



Deployed:



## SENSOR DATA

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

## ICON RECOGNITION

- Control
- Drive
- Reactor
- Hangar
- Hyper-Fold Drive