

## Invid Space Hive

### SPECS

Class: Enormous Base  
 In Service: 2040  
 Point Value: 2500  
 Ramming Factor: 450  
 Fold Delay: N/A

### MANEUVERING

Turn Cost: N/A  
 Turn Delay: N/A  
 Accel/Decel Cost: N/A  
 Pivot Cost: N/A  
 Roll Cost: N/A

### COMBAT STATS

Fwd/Aft Defense: 24  
 Stb/Port Defense: 24  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: N/A

### WEAPON DATA

**Laser Spike**  
 Class: Laser  
 Modes: R, S  
 Damage: 6d10+40  
 Range Penalty: -1 per 5 hexes  
 Fire Control: +4/+2/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

### 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.

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

- SECTION HITS**
- 1-4: Laser Spike
  - 5-6: Hangar
  - 7-8: Cargo
  - 9-11: Deflector Shield
  - 12-18: Section Structure
  - 19-20: PRIMARY Hit
- PRIMARY HITS**
- 1-10: Primary Structure
  - 11-12: Shield Generator
  - 13-14: Sensors
  - 15-17: Hangar
  - 18-19: Reactor
  - 20: C&C

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

**SENSOR DATA**

Defensive EW

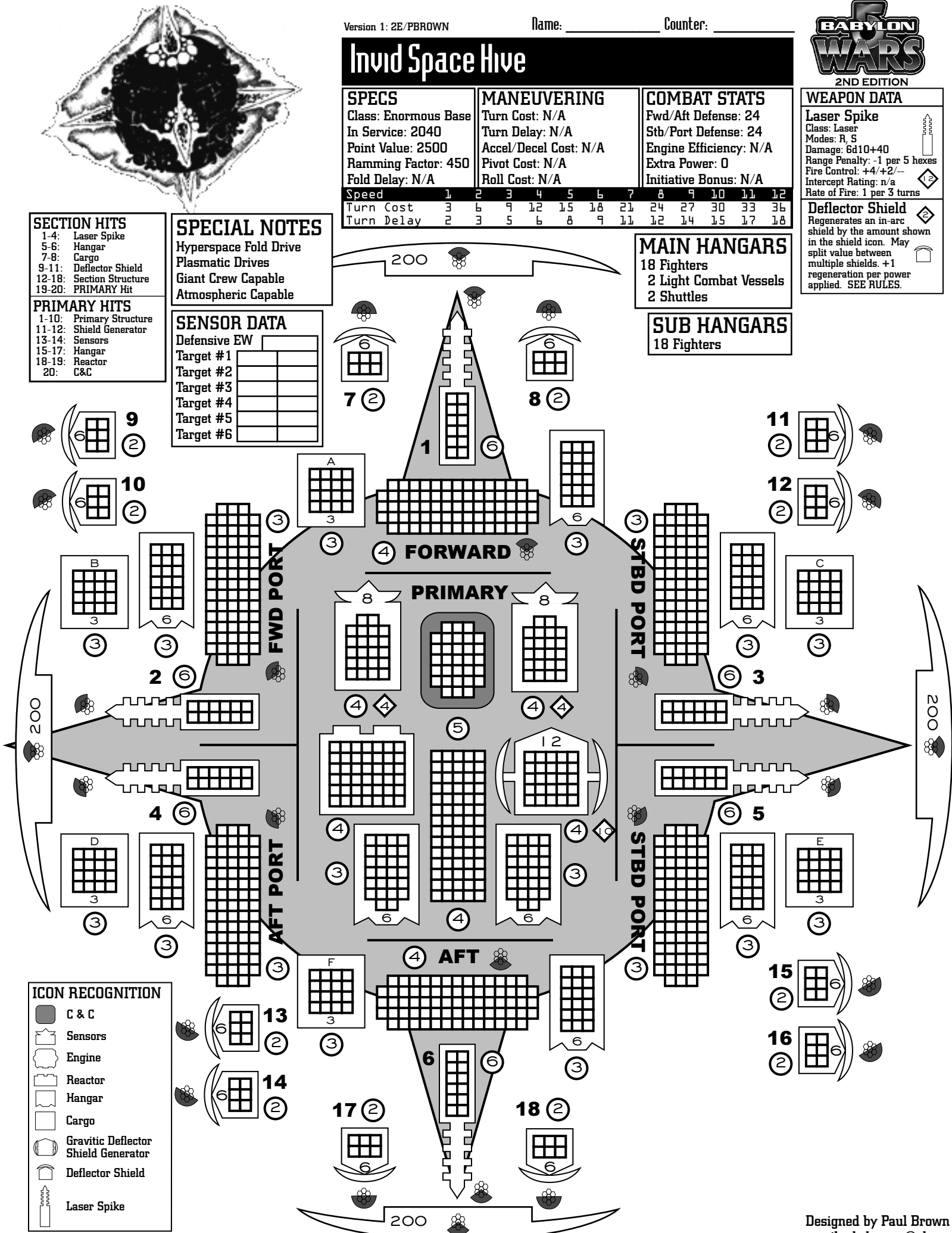
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

### MAIN HANGARS

- 18 Fighters
- 2 Light Combat Vessels
- 2 Shuttles

### SUB HANGARS

- 18 Fighters



- ICON RECOGNITION**
- C & C
  - Sensors
  - Engine
  - Reactor
  - Hangar
  - Cargo
  - Gravitic Deflector Shield Generator
  - Deflector Shield
  - Laser Spike