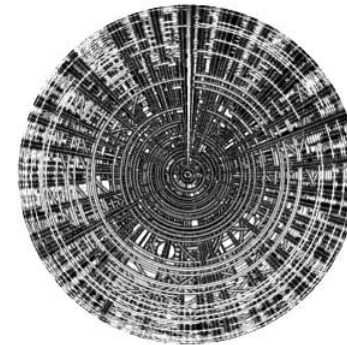
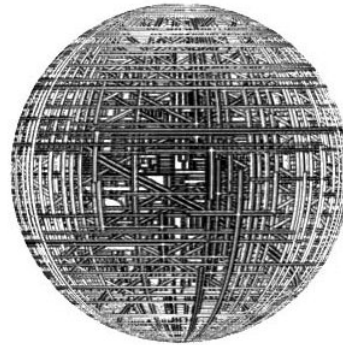


Assault Sphere



RACE: Borg Collective
OVERALL COMBAT RATING: 524.4

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars and Force Projectors the values listed in the rules for damage.

General Ship Data

Size Class: 12
Damage Control Points: 10
Superstructure Points: 80
Atmosphere Capable: No
Landing Capable: No
Damage Chart: C
Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 1000
Troops: Special
Transports (10-man): 8

Power Data

Left Warp Engine Output: 44
Right Warp Engine Output: 44
Impulse Engine Output: 40
Total Power Available: 128
Trans Warp Rating: 15

Weapon Data

Beam Weapon Type: Anti-Proton
Number of Weapons: 10
Firing Arcs: 10 360 Degree
Firing Chart Column: AA
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2
Damage Modifier:
(+3) (0-10)
(+2) (11-20)
(+1) (21-30)

Missile Weapon Type: Pulsar
Number of Weapons: 2
Firing Arcs: 2 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Missile Weapon Type: Force Projector
Number of Weapons: 3
Firing Arcs: 3 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Movement Data

Impulse Movement Ratio: 4/1
Thruster Movement Ratio: 3/1
Maximum Impulse Speed: 12
Maximum Thruster Speed: 8
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 8
Shield Power Cost: 2
Shield Durability: 8
Minimum Damage #: 70
Maximum Absorption: 280
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 2 (+20%)

Ship Rating Information:

Defensive Rating: 345
Offensive Rating: 152

Next Generation Era