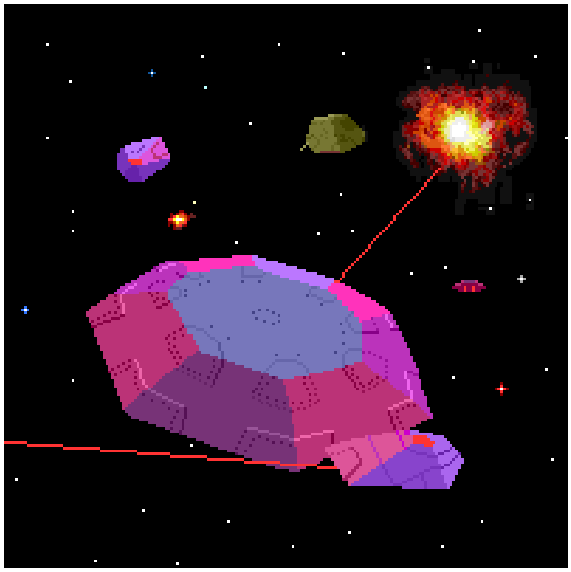
Starships D6 / Thargoid Invasion Ship



Name: Thargoid Invasion Ship
Type: Thargoid Invasion Ship
Scale: Capital
Length: 180m
Skill: Capital Ship Piloting - Thargoid Invasion Ship
Crew: 50 ; skeleton 15/+10
Crew Skill: varies
Passengers: 150
Consumables: 2 Years
Cost: Not Available for Sale
Cargo Capacity: 50 Tonnes
Hyperdrive Multiplier: X2
Hyperdrive Backup: X15
Nav Computer: Yes
Space: 8
Atmosphere: 450;1300kmh
Maneuverability: 2D
Hull: 5D
Shields: 4D
Sensors:
- Passive: 40/1D
- Scan: 80/2D
- Search: 115/3D
- Focus: 2/4D

Fighters: 5

Weapons:
- 16 x Heavy Quad Laser Cannon Turrets
  - Fire Arc: Turret
  - Skill: Starship Gunnery
  - Fire Control: 3D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- 8 x Heavy TurboLaser Cannon Turrets
  - Fire Arc: Turret
  - Scale: Capital
  - Skill: Starship Gunnery
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 7D

Description: Only a bounty hunter with an iron ass or a well equipped military vessel ever welcomes the sight of the Thargoid Warship. There have been no known peaceful interactions with one of these ships; they always attack human vessels on sight. Their distinctive octagonal shape is easy to visually identify from long ranges. The alternating red/blue colour scheme is thought to indicate the ship's flight - there have been a few sightings of different colour schemes. The Thargoids have attempted to understand human language, but it is clear that they have some way to go - confused commanders have reported receiving messages such as "Eat violent sitcoms, poet!" and "Why did the groigan dance?".

Although most human vessels equipped for combat can survive an attack from a lone Thargoid warship, this was not the case when the Thargoids were first seen; in that era, typically the Cobra Mk.1 was the usual civilian small multipurpose vessel, which was easily destroyed by a lone Thargoid.

The ship is extremely manoeuvrable and fast - it pulls away from almost all human spacecraft small to large. The Thargoids do not seem satisfied with mere good handling; the ship's weaponry is also turreted and swings around in lethal arcs slicing through shields and duralium. Just when a beseiged commander thinks it can't get any worse, most Thargoid warships then begin releasing Thargons - tiny fighters equipped with a pulse laser that adds to the victim's misery. The Thargons themselves are controlled from the mothership, but don't expect the destruction of the mothership to stop their assault if there are any other Thargoid warships in the vicinity - the next warship will take control of the Thargons. It is also believed that the insectoid crew of a Thargoid warship has had their fear glands removed - the warships consistently fight to the death, and will not allow a human craft to flee.

Probably the most terrifying prospect from the point of view of traders is the Thargoid warship's ability to ambush a ship in hyperspace. Typically, a hyperspace ambush will involve many warships. Traders rarely live to tell the tale, and some unfortunate victims that manage to survive do not have sufficient fuel (or any means of getting sufficient fuel) to complete their hyperspace journey. If you are ambushed by a Thargoid warship in witch space, be extremely careful about using witch space fuel injectors if you have them fitted - ensure you have enough fuel to hyperspace out again.

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