

Name: _____ Counter: _____

Attarn Endeavor Scout Cruiser

SPECS

Class: Capital Ship
In Service: 1993
Point Value: 600
Ramming Factor: 290
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS

1-2: Chatter
3-10: Sensors
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Retro thrust
5-7: Dual Med Bil-pro
8-11: Chatter
12-14: Port/stb thrust
15-18: Port/stb Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-8: Light Bil-pro
9-10: Jump Drive
11-12: chatter
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Magazine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

SPECIAL NOTES

ELINT Ship
Limited Deployment (33%)

HANGAR

0 Fighters
4 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 10/12

WEAPON DATA

Medium Bil-Pro Cannon Battery

Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-
Intercept Rating: --
Rate of Fire: 2 per 2 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

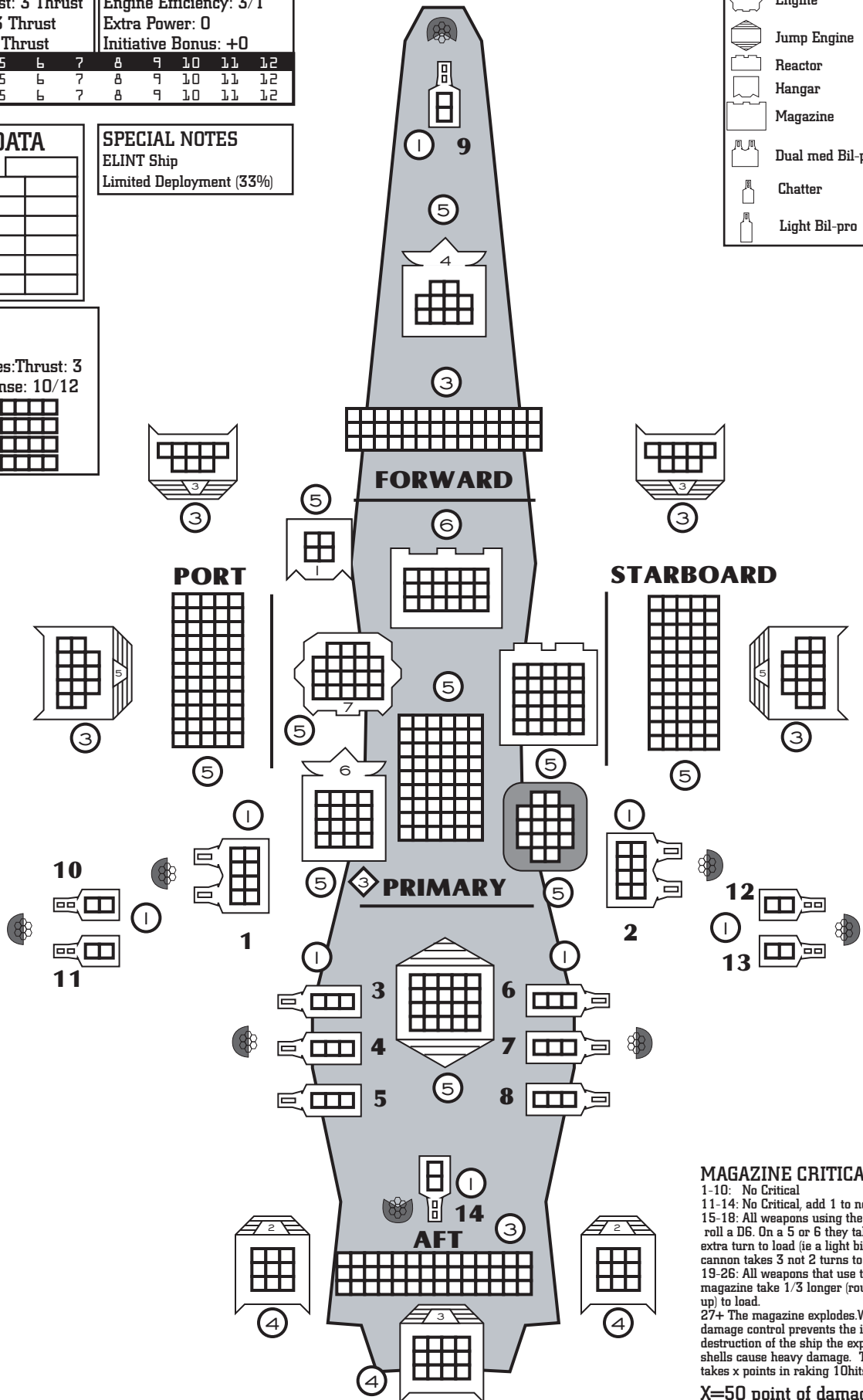
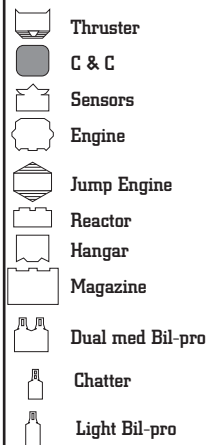
Light Bil-Pro Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d10+3
Range Penalty: -2 per hex
Fire Control: +2/+2/+0
Intercept Rating: --
Rate of Fire: 1 per turn

Chatter Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 1 per turn

ICON RECOGNITION



MAGAZINE CRITICAL HITS

1-10: No Critical
11-14: No Critical, add 1 to next roll
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.
27+ The magazine explodes. Whilst damage control prevents the immediate destruction of the ship the exploding shells cause heavy damage. The ship takes x points in raking 10 hits

X=50 point of damage