

- SECTION HITS**
- 1-3: ☐ SPB
  - 4: ☐ Grav Shield
  - 5-7: ☐ Facility
  - 8: ☐ Hangar
  - 9: ☐ Reactor
  - 10-18: ☐ Structure
  - 19-20: ☐ PRIMARY Hit

- PRIMARY HITS**
- 1-7: ☐ Structure
  - 8-9: ☐ Engine
  - 10: ☐ Shield Gen
  - 11-12: ☐ Facility
  - 13-14: ☐ Sensors
  - 15-16: ☐ Hellwhip
  - 17: ☐ Reactor
  - 18: ☐ Hangar
  - 19-20: ☐ C & C

**SENSOR DATA**

Defensive EW

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

Special Notes:  
 Movement must be in one direction  
 Change direction only at speed = 0  
 May Roll (to slow down) over 2 turns

**Void-Caller**

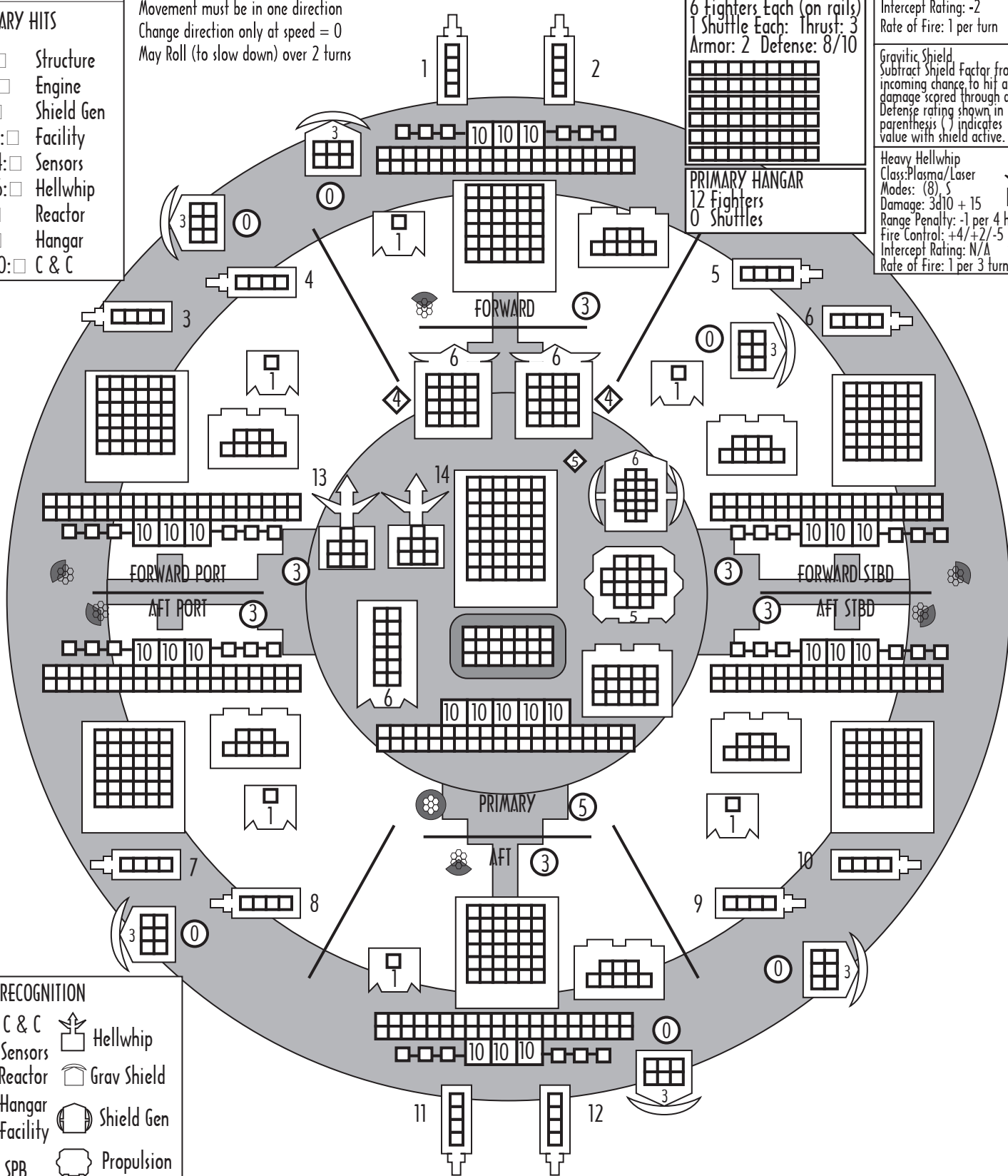
<b>SPECS</b> Class: Enormous Base In Service: Turn 1 Point Value: 850 Ramming Factor: 400 Jump Delay: 10	<b>MANEUVERING</b> Turn Cost: N/A Turn Delay: N/A Accel/Decel Cost: 5 Pivot Cost: N/A Roll Cost: 5 + 5	<b>COMBAT STATS</b> Fwd/Aft Defense: 20(17) Stb/Port Defense: 20(17) Engine Efficiency: N/A Extra Power: 0 Initiative Bonus: +0
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**WEAPON DATA**

<b>Standard Particle Beam</b> Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn	
<b>Gravitic Shield</b> Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.	
<b>Heavy Hellwhip</b> Class: Plasma/Laser Modes: (8) S Damage: 3d10 + 15 Range Penalty: -1 per 4 hexes Fire Control: +4/+2/-5 Intercept Rating: N/A Rate of Fire: 1 per 3 turns	

**OUTER HANGARS**  
 6 Fighters Each (on rails)  
 1 Shuttle Each: Thrust: 3  
 Armor: 2 Defense: 8/10


**PRIMARY HANGAR**  
 12 Fighters  
 0 Shuttles

- ICON RECOGNITION**
- C & C
  - Sensors
  - Reactor
  - Hangar
  - Facility
  - SPB
  - Hellwhip
  - Grav Shield
  - Shield Gen
  - Propulsion