

Name: _____ Counter: _____

Barrunnen Rhan-Shihn Drain Ship

Endless

Void

Wars

FORWARD HITS
1-5: Retro Thrust
6-7: Heavy E-Laser
8-9: Confusion Ray
10-11: Myotronic Beam
12-13: Interdictor
14-19: Forward Structure
20: PRIMARY HIT

AFT HITS
1-7: Main Thrust
8-9: Myotronic Beam
10-11: Interdictor
12-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS
1-5: Primary Structure
6-7: Port/Stbd Thrust
8-9: Hangar
10-11: Molecular Bonder
12-13: Computer
14-15: Engines
16-17: Sensors
18-19: Reactor
20: C&C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

2 Bonus Fire
Control Pts.
Capital/HCVs
Med. Ships
Ftrs/Shuttles

SPECIAL NOTES
Limited Deployment(33%)
Gravitic Drive
Electric Stealth

SPECS			MANEUVERING					COMBAT STATS				
Class: Hvy Combat Vsl			Turn Cost: 2/3 Speed					Fwd/Aft Defense: 14				
In Service: 2241			Turn Delay: 1/2 Speed					Stb/Port Defense: 14				
Point Value: 850			Accel/Decel Cost: 2 Thrust					Engine Efficiency: 2/1				
Ramming Factor: 130			Pivot Cost: 3+3 Thrust					Extra Power: 0				
Jump Delay: N/A			Roll Cost: 2+2 Thrust					Initiative Bonus: +6				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Heavy E-Laser
Class: EM + Laser
Modes: R, P
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: +2 to critical hits.
-1 turn arming per 6 power applied (max fire: 1/turn)

Confusion Ray
Class: Electromagnetic
Mode: Special
Damage: n/a
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Target suffers following effects for the next two turns:
Looses 2d6 power (roll once)
All gravitic or EM shields are deactivated.
Each turn, begin pivot in a random direction in the adjust systems phase. If ship is already pivoting, begin a roll in addition to that pivot.

Myotronic Beam
Class: Molecular + EM
Modes: R, P
Damage: 4d10+1
Range Penalty: -1 per hexes
Fire Control: +4/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Deactivates power using systems; +2 to criticals to non-power using systems.

Interdictor
Class: Particle
Modes: Defensive only
Damage: None
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -4
Rate of Fire: 1 per turn

Molecular Bonder
Subtract Field Rating from incoming damage as if shield had armor equal to field rating

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Computer
- Molecular Bonder
- Heavy E-Laser
- Confusion Ray
- Myotronic Beam
- Interdictor

