

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Barrunnen Sahr-Vohn Scout Cruiser

*Endless*

*Void*

Wars

**FORWARD HITS**  
1-7:Retro Thrust  
8-9:Myotronic Beam  
10-11:Interdictor  
12-18:Forward Structure  
19-20:PRIMARY HIT

**SIDE HITS**  
1-7:Port/Stbd Thrust  
8-9:X-Ray Laser Missile  
10-11:Interdictor  
12-18:Port/Stbd Structure  
19-20:PRIMARY HIT

**AFT HITS**  
1-5:Main Thrust  
6-7:Myotronic Beam  
8-9:X-Ray Laser Missile  
10-11:Interdictor  
12-18:Aft Structure  
19-20:PRIMARY HIT

**PRIMARY HITS**  
1-7:Primary Structure  
8-9:Hangar  
10-11:Molecular Bonder  
12-13:Jump Engine  
14-15:Engines  
16-17:Sensors  
18-19:Reactor  
20:C&C

**SPECIAL NOTES**  
Limited Depolyment (33%)  
Gravitic Drive  
Elint Ship

## SPECS

Class: Capital Ship  
In Service: 2240  
Point Value: 1125  
Ramming Factor: 200  
Jump Delay: 20 Turns

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	2	3	4	4	5	6	6	7	8	8

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

**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.

**X-Ray Laser Missile**  
Class: Ballistic  
Mode: Pulse  
Damage: 10 1d3 Times  
Maximum Pulses: 4  
Grouping Range: +1 per 3  
Range: 25 hexes  
Fire Control: +3/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Note: Intercept halved. Each pulse that strikes a previously hit location ignores armor there similar to raking.

**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

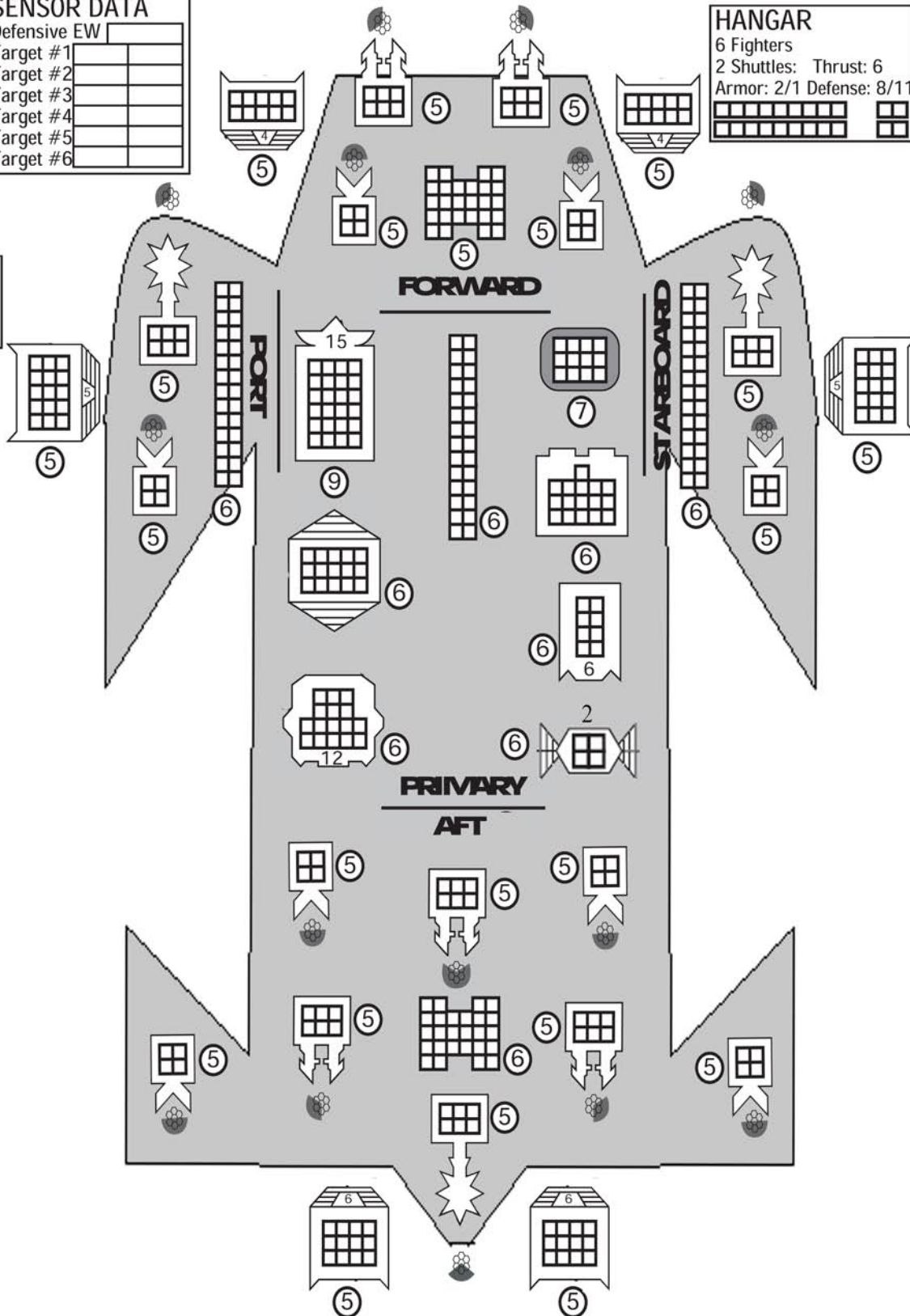
**Molecular Bonder**  
Subtract Field Rating from incoming damage as if shield had armor equal to field rating

## SENSOR DATA

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

## HANGAR

6 Fighters  
2 Shuttles: Thrust: 6  
Armor: 2/1 Defense: 8/11



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Molecular Bonder
- Myotronic Beam
- X-Ray Laser Missile
- Interdictor