

Barrunnen Sahr-Vohn Drain Cruiser

*Endless**Void*
Wars**SPECS**

Class: Capital Ship
In Service: 2241
Point Value: 2650
Ramming Factor: 220
Jump Delay: 18 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS

1-7: Retro Thrust
8-9: Interdictor
10-11: Heavy E-Laser
12-18: Forward Structure
19-20: PRIMARY HIT

SIDE HITS

1-4: Port/Stbd Thrust
5-6: Interdictor
7-8: Myotronic Beam
9-10: Heavy E-Laser
11: Confusion Ray
12-18: Port/Stbd Structure
19-20: PRIMARY HIT

AFT HITS

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

PRIMARY HITS

1-7: Primary Structure
8-9: Molecular Bondor
10-11: Computer
12-13: Jump Engine
14-15: Engines
16-17: Sensors
18-19: Reactor
20: C&C

3 BONUS FIRE CONTROL PTS.

Capital/HOVs
Med. Ships
Ftrs/Shuttles

SPECIAL NOTES

Restricted Deployment (10%)
Gravitic Drive
Electric Stealth

ICON RECOGNITION

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

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #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 Bondor

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

HANGAR

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