

Name: _____ Counter: _____

Endless

Void

Wars

Barrunnen Sihh-Voh Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2240
Point Value: 750
Ramming Factor: 375
Jump Delay: 20 Turns

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

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

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

HANGARS

18 Fighters (Each)
1 Shuttle: Thrust: 4
Armor: 0 Defense: 10/10

SPECIAL NOTES

Restricted Deployment (10%)
Electric Stealth
Gravitic Drive

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

SIDE HITS
1-5: Port/Stbd Thrust
6-7: Interdictor
8-9: X-Ray Laser Missile
10-11: Hangar
12-18: Port/Stbd Structure
19-20: PRIMARY HIT

AFT HITS
1-9: Main THrust
10-11: Myotronic Beam
12-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS
1-6: Primary Structure
7: Molecular Bonder
8-9: Jump Engine
10-11: Hangar
12-13: Computer
14-15: Engine
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	

3 BONUS FIRE CONTROL PTS.

Capital/HCVs	
Med. Ships	
Ftrs/Shuttles	

ICON RECOGNITION

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

