

Name: _____ Counter: _____

Earth Central Ares Assault Frigate

Endless

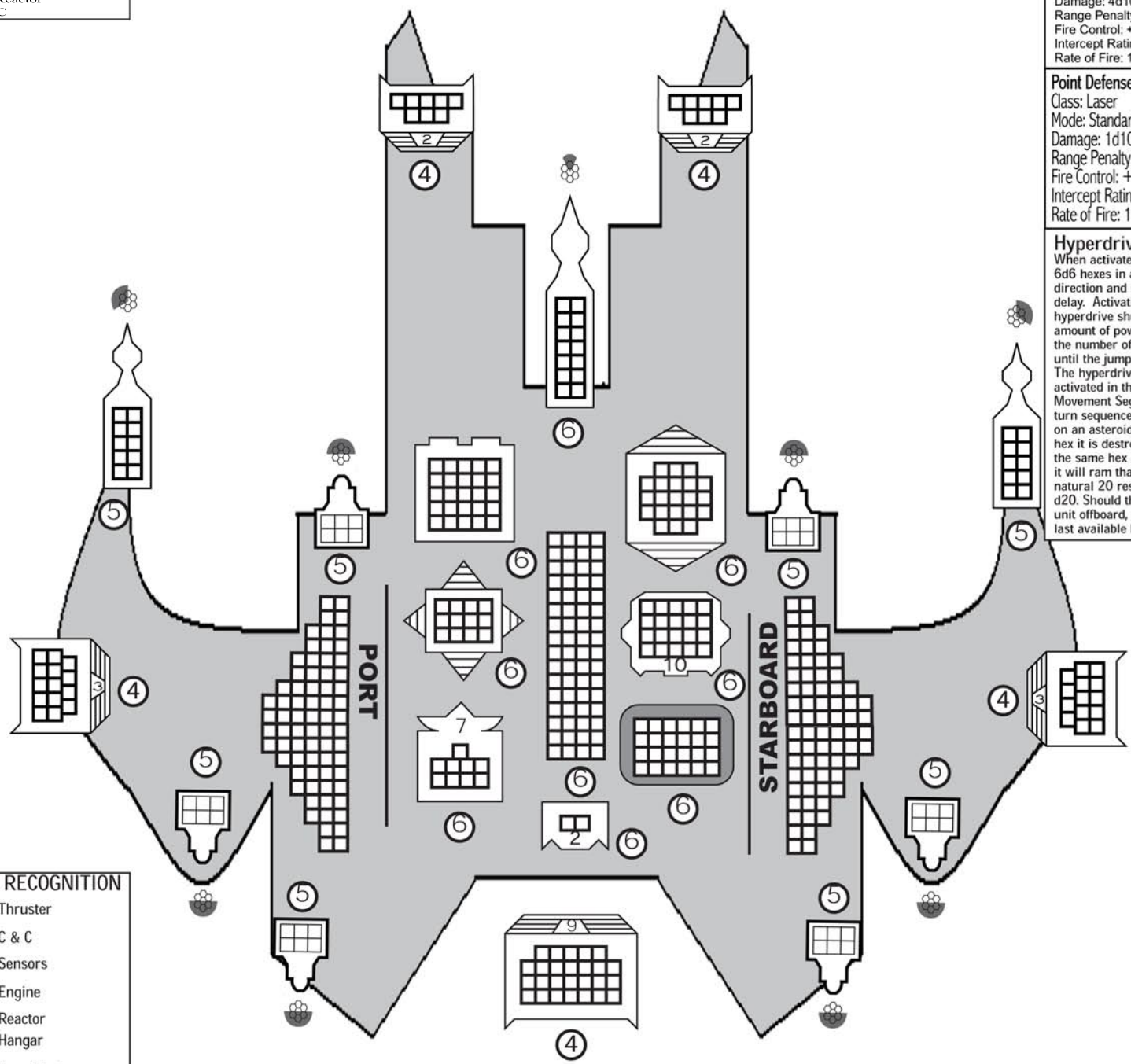
Void












Wars

- SIDE HITS**
1-7:Port Stbd Thrust
8-9:Point Defense Laser
10-11:Neutron Laser
12-18:Forward Structure
19-20:PRIMARY HIT
- PRIMARY HITS**
1-5:Primary Structure
6-7:Retro/ Main Thrust
8:Hangar
9:Hyperdrive Shunt
10-11:Jump Engine
12-13:Heavy Neutron Laser
14-15:Engines
16-17:Sensors
18-19:Reactor
20:C&C

SPECS			MANEUVERING					COMBAT STATS				
Class: Hvy Combat Vsl			Turn Cost: 1 x Speed					Fwd/Aft Defense: 14				
In Service: 2052			Turn Delay: 2/3 Speed					Stb/Port Defense: 17				
Point Value: 850			Accel/Decel Cost: 3 Thrust					Engine Efficiency: 3/1				
Ramming Factor: 190			Pivot Cost: 3+3 Thrust					Extra Power: 4				
Jump Delay: 12 Turns			Roll Cost: 3+3 Thrust					Initiative Bonus: +7				
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	
Heavy Neutron Laser	
Class: Laser	
Modes: R, P, S(3)	
Damage: 6d10+30	
Range Penalty: -1 per 5 hexes	
Fire Control: +4/+3/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 5 turns	
Neutron Laser	
Class: Laser	
Modes: R, P, S	
Damage: 4d10+15	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+4/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Point Defense Laser	
Class: Laser	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per 2 Hexes	
Fire Control: +0/+2/+6	
Intercept Rating: -4	
Rate of Fire: 1 per turn	
Hyperdrive Shunt	
When activated, moves unit 6d6 hexes in a random direction and resets jump delay. Activating the hyperdrive shunt costs an amount of power equal to the number of turns remaining until the jump delay is met. The hyperdrive shunt is activated in the Weapon-Based Movement Segment of the turn sequence. If the unit lands on an asteroid, moon or planet hex it is destroyed. If it lands in the same hex as another ship, it will ram that ship on a natural 20 result on a roll of d20. Should the jump take the unit offboard, place it in the last available hex instead.	



- ICON RECOGNITION**
-  Thruster
 -  C & C
 -  Sensors
 -  Engine
 -  Reactor
 -  Hangar
 -  Jump Engine
 -  Hyperdrive Shunt
 -  Point Defense Laser
 -  Neutron Laser
 -  Heavy Neutron Laser