

Name: _____ Counter: _____

Earth Central Mjolnir Heavy Crusier

SPECS

Class: Capital Ship
In Service: 2051
Point Value: 1100
Ramming Factor: 290
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
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	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS

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

SIDE HITS

1-7: Port/Stbd Thrust
8-9: Point Defense Laser
10-11: Neutron Laser
12-18: Port/Stbd Structure
19-20: PRIMARY HIT

AFT HITS

1-9: Main Thrust
10-11: Point Defense Laser
12-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-7: Primary Structure
8-9: Hangar
10-11: Jump Engine
12-13: Hyperdrive Shunt
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	

ICON RECOGNITION

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

Endless

Void

Wars

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.

