

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

# Earth Central Zeus Line Cruiser

Endless

Void

Wars

## FORWARD HITS

1-7: Retro Thrust  
8-9: Ballistic 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/Atbd Structure  
19-20: PRIMARY HIT

## AFT HITS

1-7: Main Thrust  
8-9: Point Defense Laser  
10-11: Ballistic 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

## SPECS

Class: Capital Ship  
In Service: 2051  
Point Value: 1825  
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

## 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

**Ballistic Laser**  
Class: Ballistic + Laser  
Modes: Standard  
Damage: 2d10+8  
Range Penalty: None  
Max Range: 40 hexes  
Fire Control: +4/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

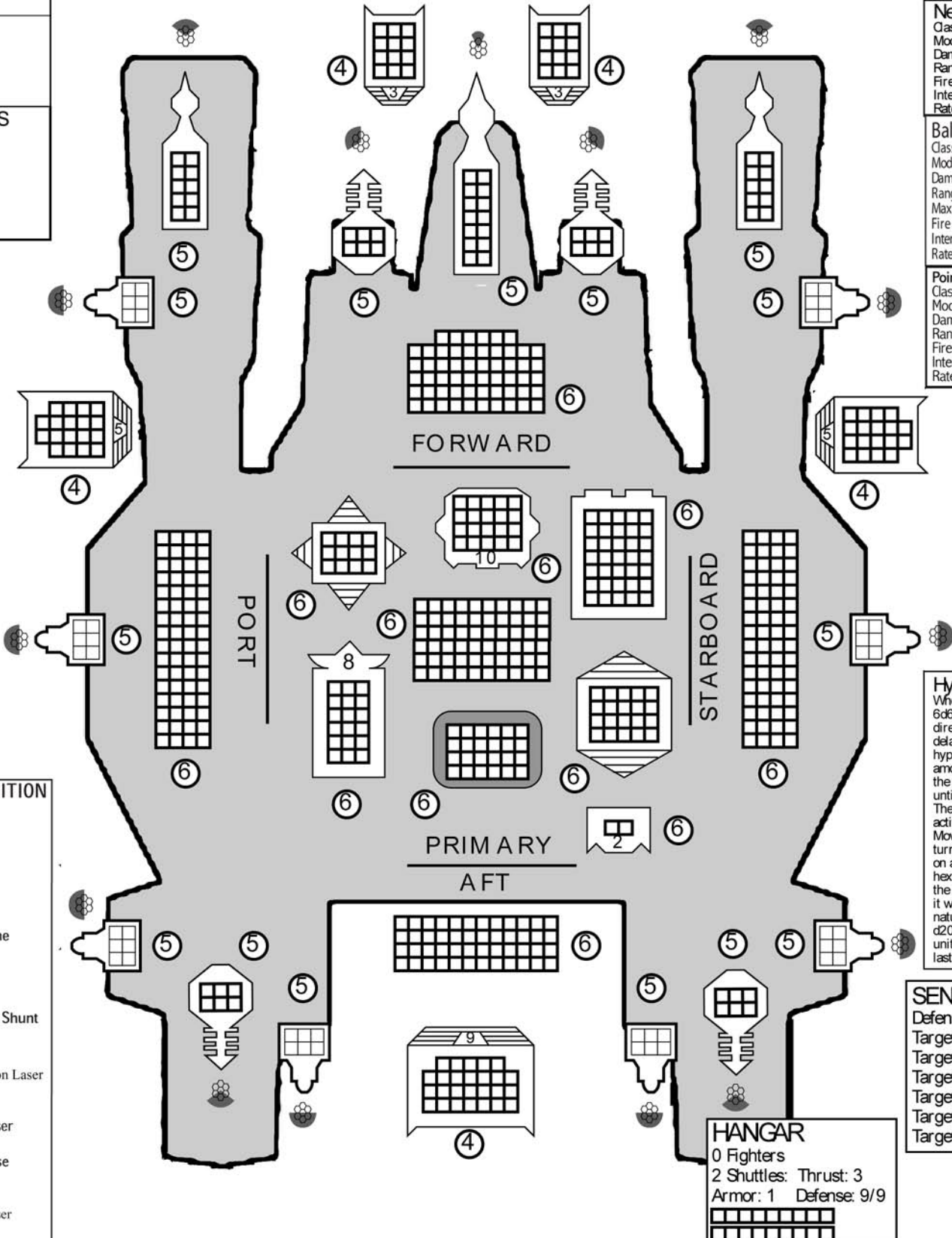
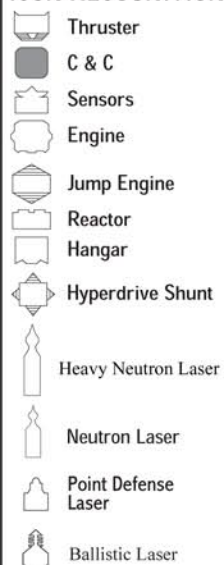
**Point Defense Laser**  
Class: Laser  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +0/+2/+6  
Intercept Rating: -4  
Rate of Fire: 1 per turn

**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.

## SENSOR DATA

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

## ICON RECOGNITION



**HANGAR**  
0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 9/9