

Name: _____ Counter: _____

Energi Rinhalerin Heavy Cruiser

Endless

Void Wars

SIDE HITS
1-4:Port/Stbd Thrust
5-6:Electron Beam
7-8:Heavy Burst Launcher
9-10:EM Shield
10-11:Lightning Rod
12-18:Port/Stbd Structure
19-20:PRIMARY HIT

AFT HITS
1-9:Main Thrust
10-11:Burst Launcher
12-18:Aft Structure
19-20:PRIMARY HIT

PRIMARY HITS
1-5:Primary Structure
6-7:Shock Torpedo
8-9:Retro Thrust
10-11:Jump Engine
12-13:EM Shield
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	

SPECIAL NOTES

Gaseous Form
Non-Euclidian Movement
Nebula Sensors
Special Hull Arrangement
(No Forward Hist or Structure)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 16 (10)
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (10)
Point Value:	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 0+0 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 0+0 Thrust	Initiative Bonus: 0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA

Shock Torpedo
Class: Ballistic + EM
Mode: Piercing
Damage: 2d10+4
Range Penalty: -1 per 2 hexes after 25 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. +5 to crits.

Lightning Rod
Class: Electromagnetic
Modes: R(6),S
Damage: (3d10) x 2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Heavy Burst Launcher
Class: Electromagnetic
Modes: Pulse
Damage: 1d10+2 1d3 times
Max Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex after range 15
Fire Control: +3/+2/-2
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: +5 to critical rolls.

Burst Launcher
Class: Electromagnetic
Modes: Pulse
Damage: 2d6 1d3 times
Max Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex after range 25
Fire Control: +3/+2/-2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: +5 to critical rolls.

Electron Beam
Class: Electromagnetic
Modes: Raking(5)
Damage: (1d10+2) x 2
Range Penalty: -1 per hex
Fire Control: +1/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

EM Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Shield
- Shock Torpedo
- Lightning Rod
- Burst Launcher
- Electron Beam
- Heavy Burst Launcher

