Name: _____ Counter: _____

Endless Void Wars

Herder St. Sebastian Assault Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: SC1/2	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 725	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +8

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

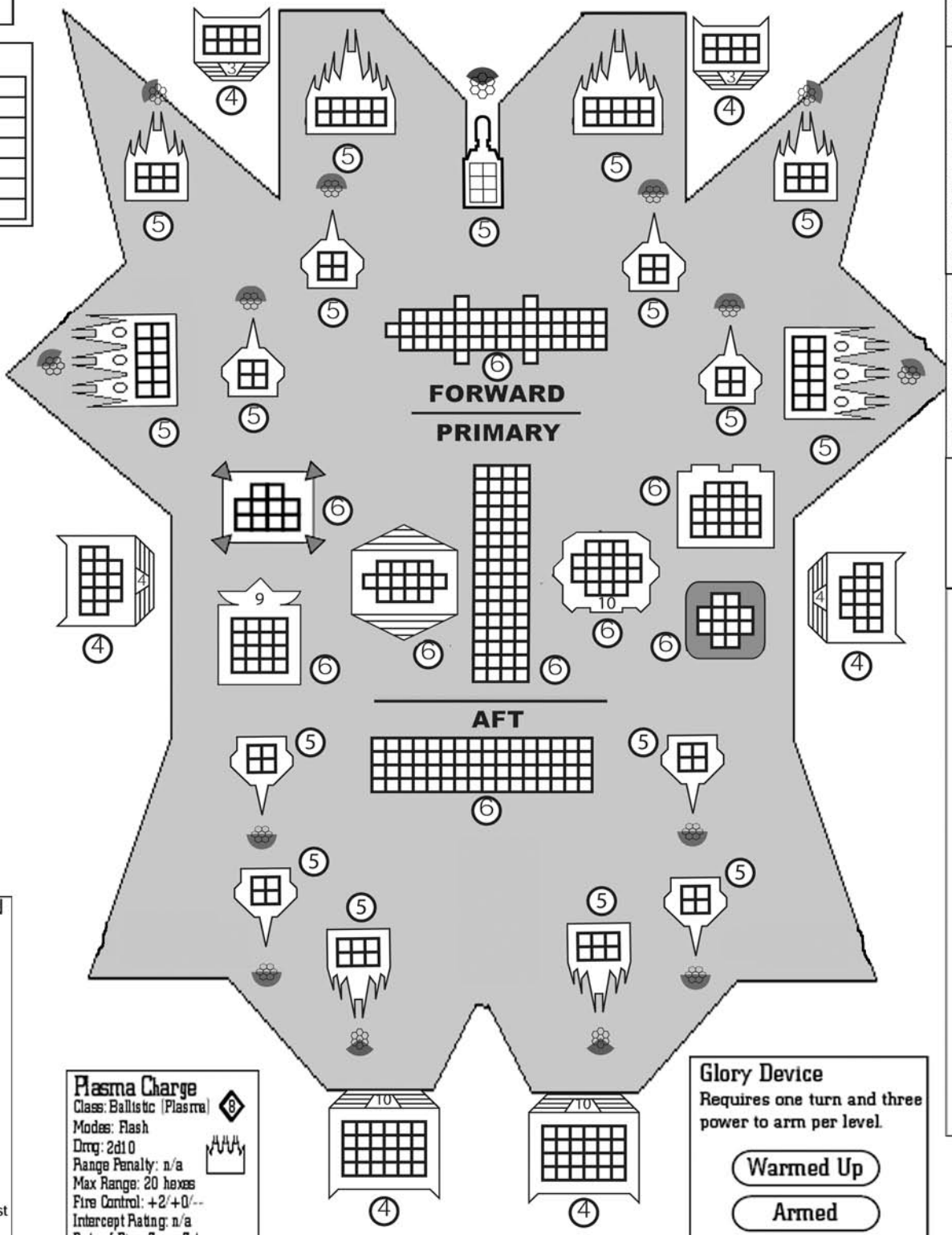
FORWARD HITS
1-4:Retro Thrust
5-6:Screamer
7:Light Hellfire Blast
8:Plasma Torpedo
9-10:Plasma Charge
11-12:Hellfire Blast
13-18:Forward Structure
19-20:PRIMARY HIT

AFT HITS
1-7:Main Thrust
8-9:Screamer
10-11:Light Hellfire Blast
12-18:Aft Structure
19-20:PRIMARY HIT

PRIMARY HITS
1-7:Primary Structure
8-9:Port /Stbd Thrust
10-11:Jump Engine
12-13:Glory Device
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		



WEAPON DATA

Hellfire Blast
Class: Plasma
Modes: Raking (5)
Damage: 6d10+8 (-2 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Rolls to hit against all units between the target and the firing ship. Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

Light Hellfire Blast
Class: Plasma
Modes: Raking (5)
Damage: 3d10+4 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Rolls to hit against all units between the target and the firing ship. Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

Plasma Torpedo
Class: Ballistic
Mode: Plasma
Damage: 2d10+8
Range Penalty: None
Max Range: 40 Hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Screamer
Class: Plasma
Modes: Flash
Damage: 1d10+6 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: --/--/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Glory Device
Class: Proximity
Modes: Flash
Damage:
Same Hex: 120
One Hex Away: 60
Two Hexes Away: 30
Three Hexes Away: 10
Notes: Destroys Scout when activated. Glory Device must be armed up to ready status before it can be detonated. Once armed, intention to explode is recorded but not announced during the Power Segment. Glory Device detonates after the Fighters attack Ships segment, if the Scout is still alive. Damage to ships in the same hex is divided by the number of facings and applied to all sides of the ship. If the Glory Device is damaged during the turn in which it will detonate, the device detonates prematurely causing only 30 flash damage to units in the same hex, and 15 to units one hex away. The Scout is still destroyed. If the device is damaged prior to the detonation turn, there is a percentage chance based upon damage taken that the device will fail to detonate. If it fails, all arming status is lost. The player must re-arm the device and may try again to detonate it on subsequent turns.

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Glory Device
- Hellfire Blast
- Light Hellfire Blast
- Plasma Torpedo
- Screamer

Plasma Charge
Class: Ballistic (Plasma)
Modes: Flash
Dmg: 2d10
Range Penalty: n/a
Max Range: 20 hexes
Fire Control: +2/+0/--
Intercept Rating: n/a
Rate of Fire: 3 per 3 turns

Glory Device
Requires one turn and three power to arm per level.

Warmed Up

Armed

Detonate