

Herder St. Valentina Beam Cruiser

Endless
Void
Wars

FORWARD HITS

1-7:Forward Structure
8-9:Screamer
10-11:Medium Hellwhip
12-18:Forward Structure
19-20:PRIMARY HIT

SIDE HITS

1-7:Port/Stbd Thrust
8-9:Screamer
10-11:Heavy Hellwhip
12-18:Forward Structure
19-20:PRIMARY HIT

PRIMARY HITS

1-5:Primary Structure
6-7:Main Thrust
8-9:Hangar
10-11:Glory Device
12-13:Jump Engine
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

Special Hull Arrangement
(No Aft Hits/Structure)

SPECS

Class: Capital Ship
In Service: 2238
Point Value: 600
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

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

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

WEAPON DATA**Heavy Hellwhip**

Class: Plasma/Laser
Modes: R (8), S
Damage: 3d10 + 15
Range Penalty: -1/4 hexes
Fire Control: +4/+2/-5
Intercept Rating: N/A
Rate of Fire: 1 per 3 turns

Medium Hellwhip

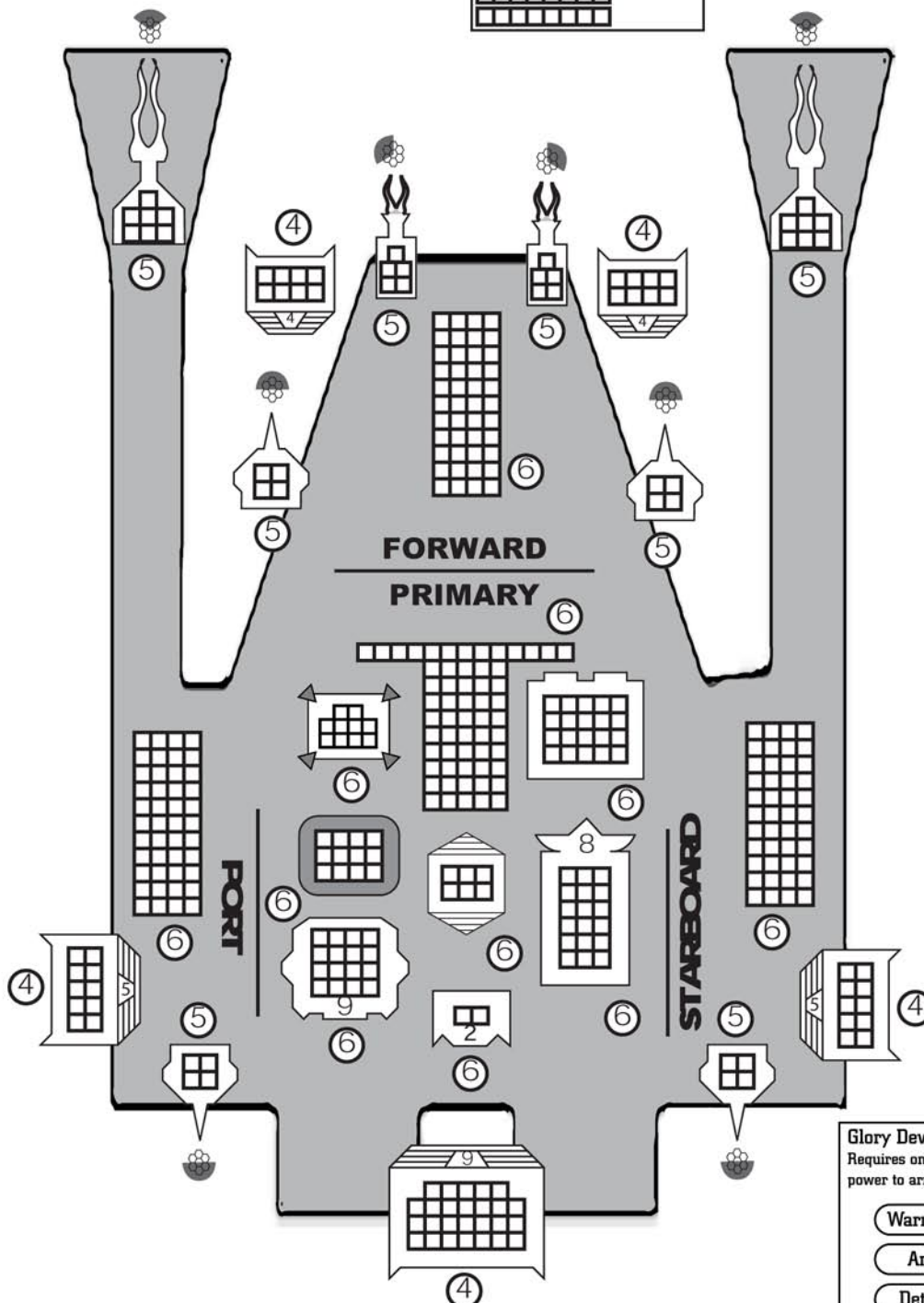
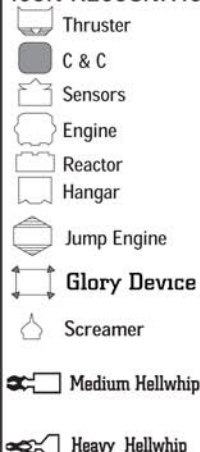
Class: Plasma/Laser
Modes: R (8)
Damage: 2d10 + 8
Range Penalty: -1/3 hexes
Fire Control: +3/+2/-3
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

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

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

Warmed Up

Armed

Detonate