

# Herder St. Augustina Ballistic Cruiser

*Endless**Void*  
Wars**FORWARD HITS**1-7: Forward Structure  
8-9: Screamer  
10-11: Plasma Torpedo  
12-18: Forward Structure  
19-20: PRIMARY HIT**SIDE HITS**1-7: Port/Side Thrust  
8-9: Screamer  
10-11: Plasma Charge  
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

**WEAPON DATA****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

**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.*

**Glory Device**

Requires one turn and three power to arm per level.

Warmed Up

Armed

Detonate

**ICON RECOGNITION**

- Thrustur
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Glory Device
- Screamer
- Plasma Torpedo
- Plasma Charge

