

FORWARD HITS

1-7:Forward Structure  
8-9:Screamer  
10-11:Light Hellfire Blast  
12-18:Forward Structure  
19-20:PRIMARY IIII

SIDE HITS

1-7:Port/Stbd Thrust  
8-9:Screamer  
10-11:Hellfire Blast  
12-18:Forward Structure  
19-20:PRIMARY IIII

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)

ICON RECOGNITION

Thrustor

C & C

Sensors

Engine

Reactor

Hangar

Jump Engine

Glory Device

Screamer

Light Hellfire Blast

Hellfire Blast

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

Herder St. Florentine Blast Cruiser

SPECS

Class: Capital Ship  
In Service: 2238  
Point Value: 725  
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

Turn Cost

Turn Delay

Endless

Void

Wars

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.

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:

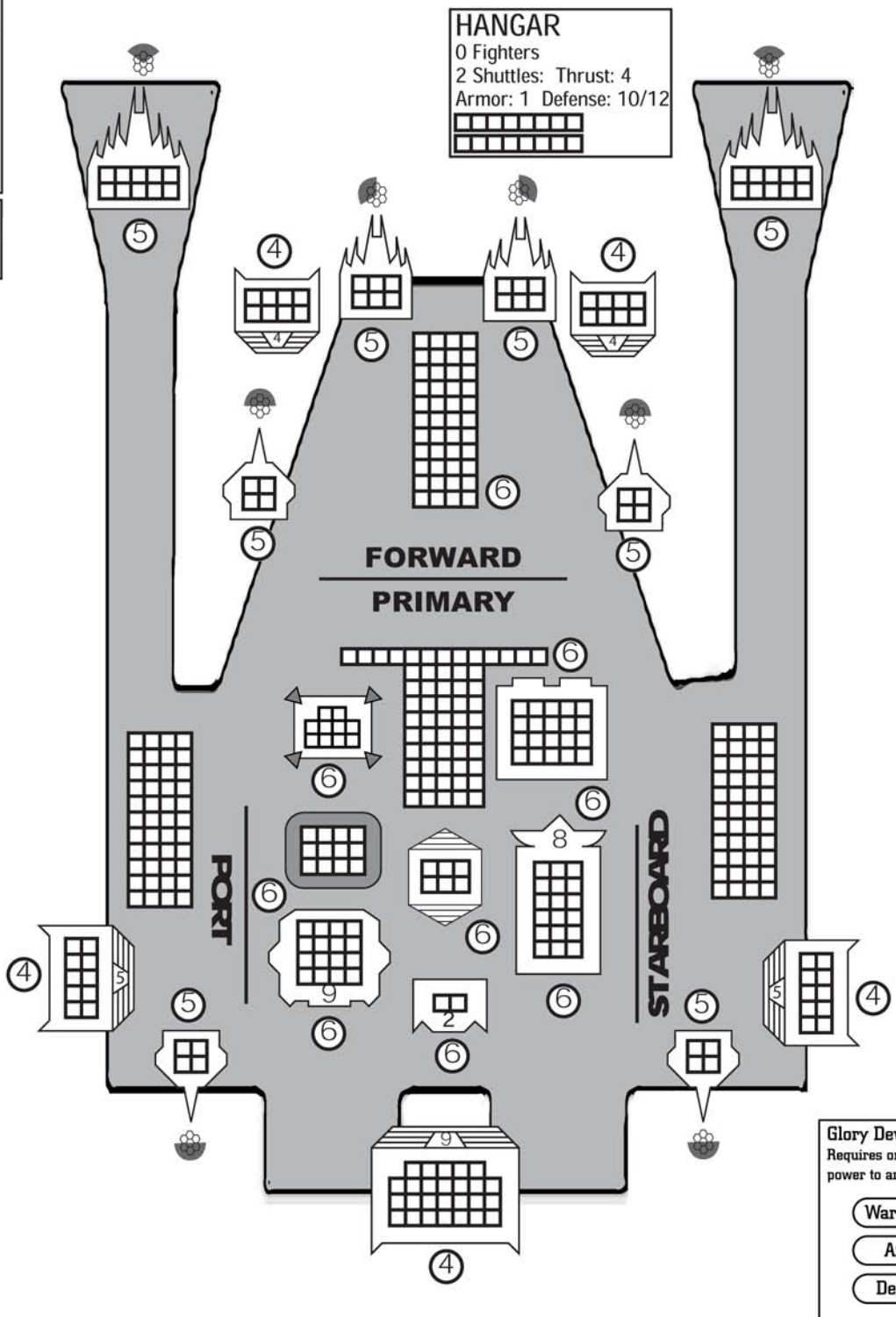
Same Hex: 120

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