

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

# Herder St. Michael War Cruiser

## SPECS

Class: Capital Ship  
In Service: 2241  
Point Value: 1300  
Ramming Factor: 500  
Jump Delay: 10 Turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 5+5 Thrust  
Roll Cost: 5+5 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 20  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Turn Cost	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Turn Delay	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

## FORWARD HITS

1-7: Retro Thrust  
8-9: Plasma Torpedo  
10-11: Hellfire Blast  
12-18: Forward Structure  
19-20: PRIMARY HIT

## SIDE HITS

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

## AFT HITS

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

## PRIMARY HITS

1-7: Primary Structure  
8-9: Hangar  
10-11: Jump Engine  
12-13: Glory Device  
14-15: Engines  
16-17: Sensors  
18-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

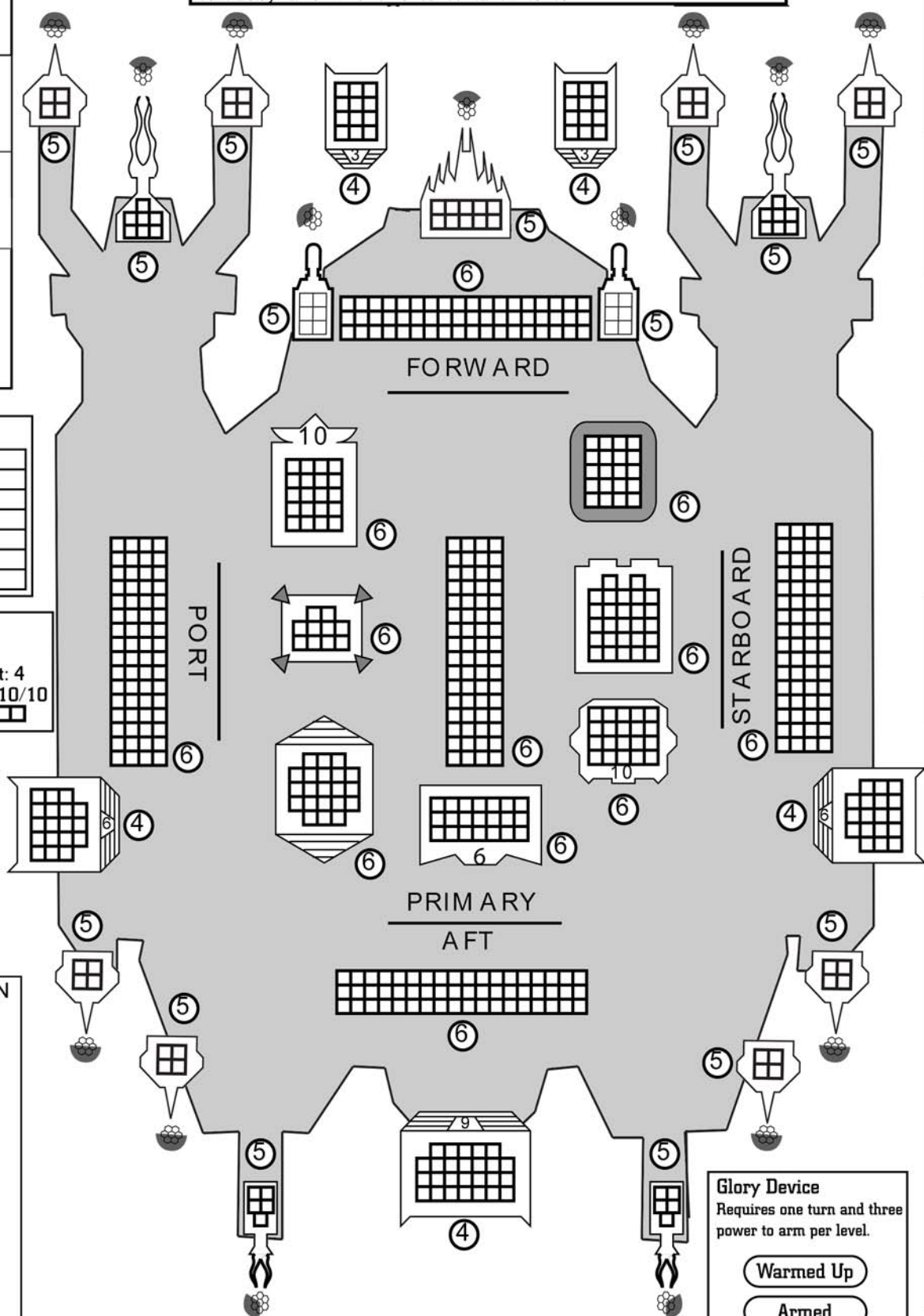
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## HANGAR

18 Fighters  
1 Shuttle: Thrust: 4  
Armor: 0 Defense: 10/10

## ICON RECOGNITION

- Impulse Thruster
- C&C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Glory Device
- Hellfire Blast
- Heavy Hellwhip
- Plasma Torpedo
- Medium Hellwhip
- Screamer



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

Warmed Up

Armed

Detonate

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.

### 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

### 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

### Medium Hellwhip

Class: Plasma/Laser  
Modes: R (8)  
Damage: 2d10 + 10  
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 Ship 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 Ship 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.