

Name: _____ Counter: _____

Kel Hound Shikima Gunship

Endless

Void

Wars

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service:	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 600	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
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 2 2 3 4 4 5 6 6 7 8 8	

FORWARD HITS
 1-4: Retro Thrust
 5-6: Zap-Sat Laser
 7-8: Auto-Aiming Laser
 9-10: Heavy Railgun
 11: Fuel Cell
 12-18: Forward Structure
 19-20: PRIMARY HIT

AFT HITS
 1-5: Main Thrust
 6-7: Zap-Sat Laser
 8-9: Auto-Aiming Laser
 10-11: Fuel Cell
 12-18: Aft Structure
 19-20: PRIMARY HIT

PRIMARY HITS
 1-7: Primary Structure
 8-9: Hangar
 10-11: Jump Engine
 12-13: Port/Stbd Thrust
 14-15: Engines
 16-17: Sensors
 18-19: Fuel Cell
 20: C&C

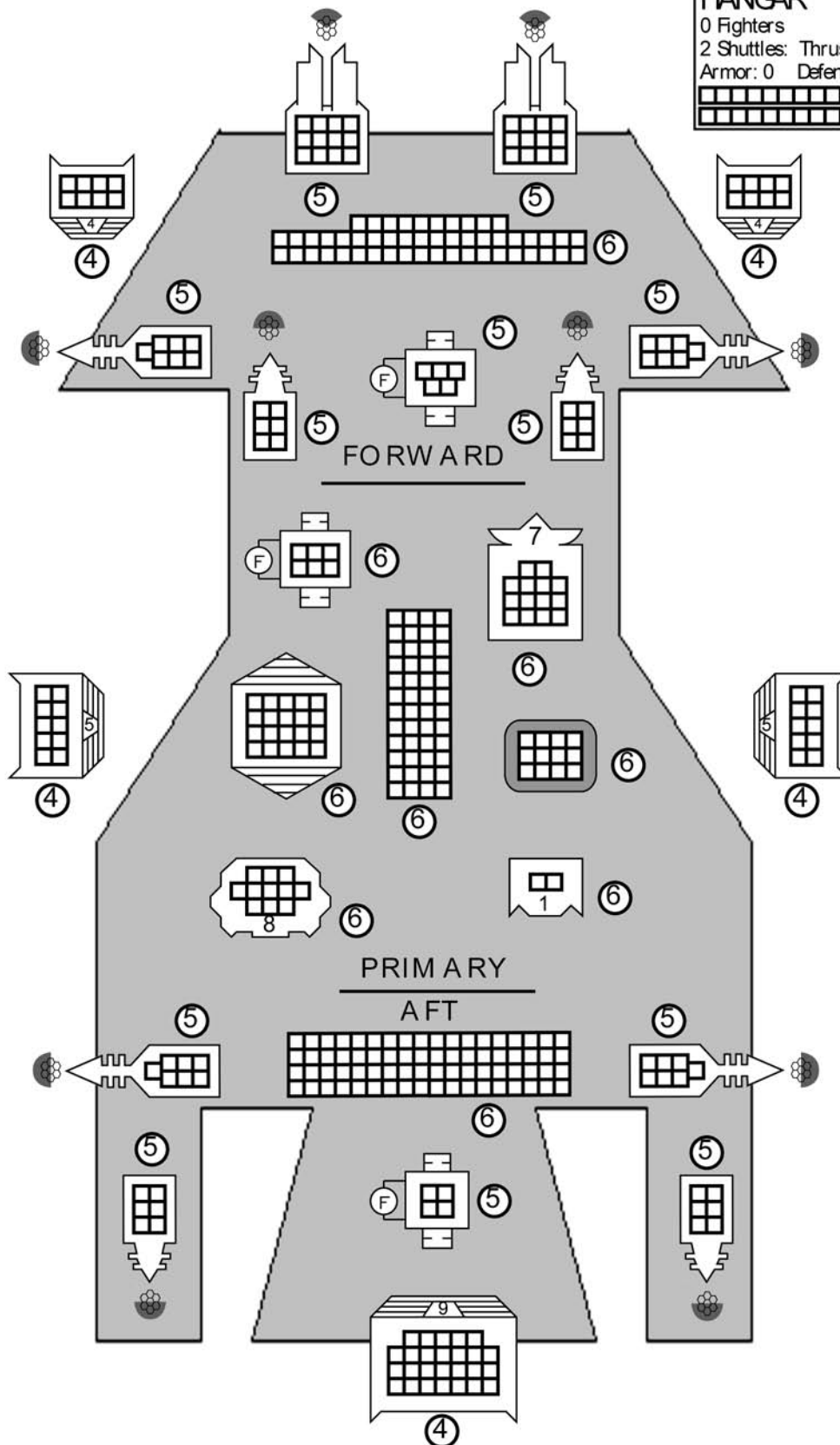
SENSOR DATA

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

SPECIAL NOTES
 Fuel Cell Reactors

HANGAR
 0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 8/9

WEAPON DATA
Heavy Railgun Class: Matter Modes: Standard Damage: 5d10+7 Range Penalty: -1 per 3 hexes Fire Control: +2/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
Auto-Aiming Laser Class: Laser Modes: Pulse Damage: 12 1d5 times Maximum Pulses: 6 Pulse Grouping: +1 per 4 Range Penalty: -1 per 4 Fire Control: +3/+3/+0 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
Zap-Sat Laser Class: Laser Modes: Standard Damage: 1d10+6 Range Penalty: -2 per hex Fire Control: +3/+4/+5 Intercept Rating: -3 Rate of Fire: 2 per turn



ICON RECOGNITION

	Thruster
	C&C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Fuel Cell
	Heavy Railgun
	Auto-Aiming Laser
	Zap-Sat Laser