

Name: _____ Counter: _____

Kel Hound Chitsu Gunship

SPECS

Class: Hvy Combat Vsl
In Service: 2452
Point Value: 780
Ramming Factor: 190
Jump Delay: 19 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 4
Initiative Bonus: +7

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

Endless
Void
Wars

FORWARD HITS

1-4: Retro Thrust
5: Zap-Sat Laser
6-7: Class-L Missile Rack
8-9: Auto-Aiming Laser
10: Gigawatt Laser
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

SPECIAL NOTES

Fuel Cell Reactors

WEAPON DATA

Gigawatt Laser

Class: Laser
Modes: Sustained
Damage: 6d10+12
Range Penalty: -1 per hex
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Class-L Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Auto-Aiming Laser

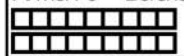
Class: Laser
Modes: Pulse
Damage: 12 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +3/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

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

HANGAR

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



SENSOR DATA

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

ICON RECOGNITION

- Thrustor
- C&C
- Sensors
- Engine
- Jump Engine
- Fuel Cell
- Hangar
- Gigawatt Laser
- Class-L Missile Rack
- Auto-Aiming Laser
- Zap-Sat Laser

