Name: _____ Counter: _____

Kel Hound Inkei Dreadnought

Endless Void Wars

SPECS
Class: Capital Ship
In Service: 2458
Point Value: 1825
Ramming Factor: 440
Jump Delay: 44 Turns

MANEUVERING
Turn Cost: 4/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +1

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

WEAPON DATA

Terrawatt Laser
Class: Laser
Mode: Raking
Damage: 7d10+48
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

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

SIDE HITS
1-4:Port/Stbd Thrust
5-6:Zap-Sat Laser
7-8:Class-L Missile Rack
9-10:Gigawatt Laser
11:Fuel Cell
12-18:Port/Stbd Structure
19-20:PRIMARY HIT

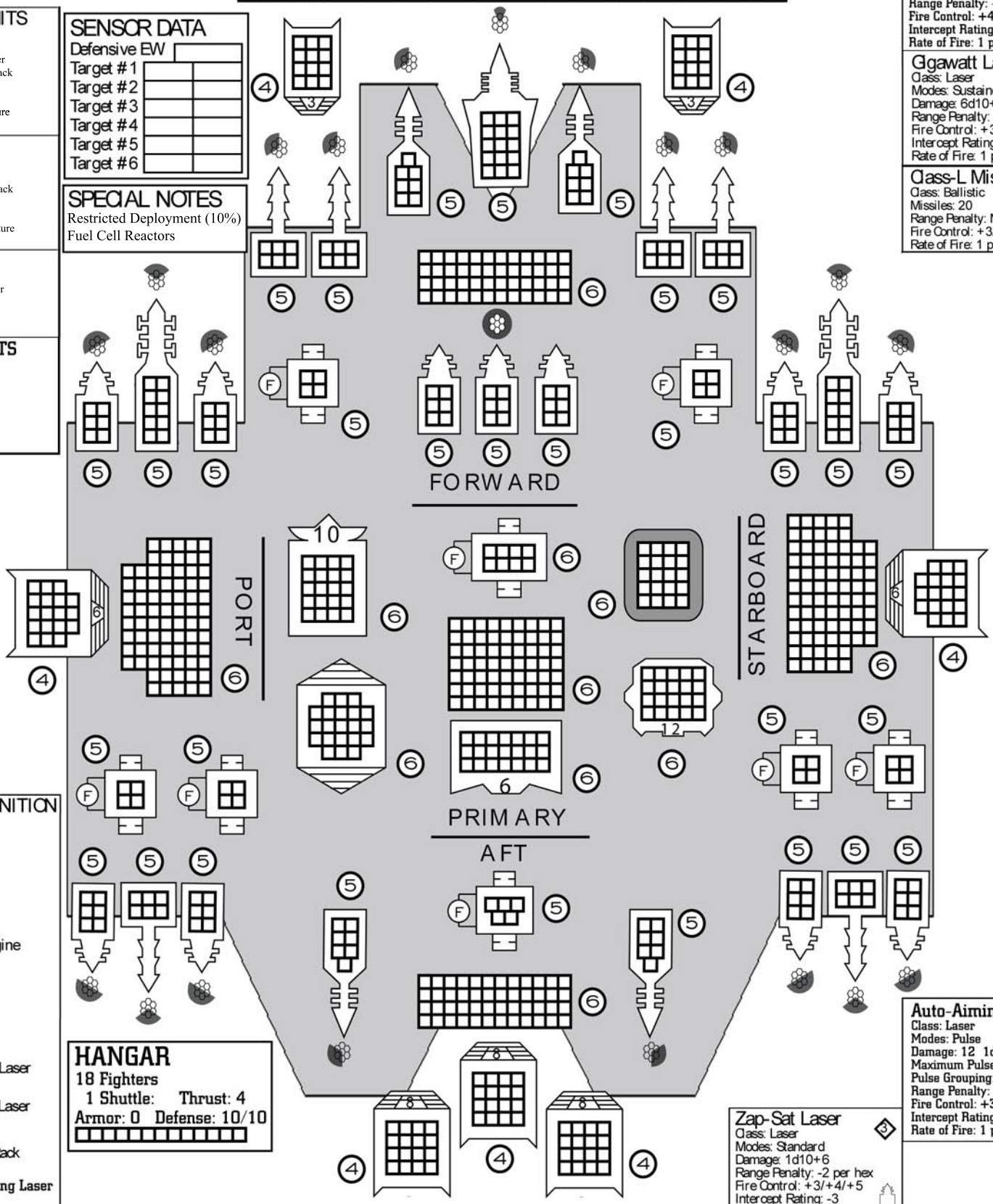
AFT HITS
1-7:Main Thrust
8-9:Auto Aiming Laser
10-11:Fuel Cell
12-18:Aft Structure
19-20:PRIMARY HIT

PRIMARY HITS
1-9:Primary Structure
10-11:Hangar
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
Restricted Deployment (10%)
Fuel Cell Reactors



ICON RECOGNITION
- Thruster
- C&C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Fuel Cell
- Terrawatt Laser
- Gigawatt Laser
- Class-L Missile Rack
- Auto-Aiming Laser
- Zap-Sat Laser

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

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