

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

# Kel Hound Nozoki-Tomu Scout Cruiser

*Endless*

*Void*

Wars

**FORWARD HITS**  
1-4:Retro Thrust  
5-6:Zap-Sat Laser  
7-8:Class-L Missile Rack  
9-10:Gigawatt Laser  
11-12:Fuel Cell  
13-18:Forward Structure  
19-20:PRIMARY HIT

**SIDE HITS**  
1-7:Port/Stbd Thrust  
8-9:Auto-Aiming Laser  
10-11:Fuel Cell  
12-18:Port/Stbd Structure  
19-20:PRIMARY HIT

**AFT HITS**  
1-7:Main Thrust  
8-9:Zap-Sat 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:Fuel Cell  
20:C&C

**SENSOR DATA**  
Defensive EW  
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

**SPECIAL NOTES**  
Limited Deployment (33%)  
Fuel Cell Reactors  
ELINT Ship

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 14					
In Service: 2440		Turn Delay: 2/3 Speed						Stb/Port Defense: 15					
Point Value: 750		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 200		Pivot Cost: 3+3 Thrust						Extra Power: +4					
Jump Delay: 20 Turns		Roll Cost: 1+1 Thrust						Initiative Bonus: +0					
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	

**HANGAR**  
6 Fighters  
2 Shuttles: Thrust: 6  
Armor: 2/1 Defense: 8/11

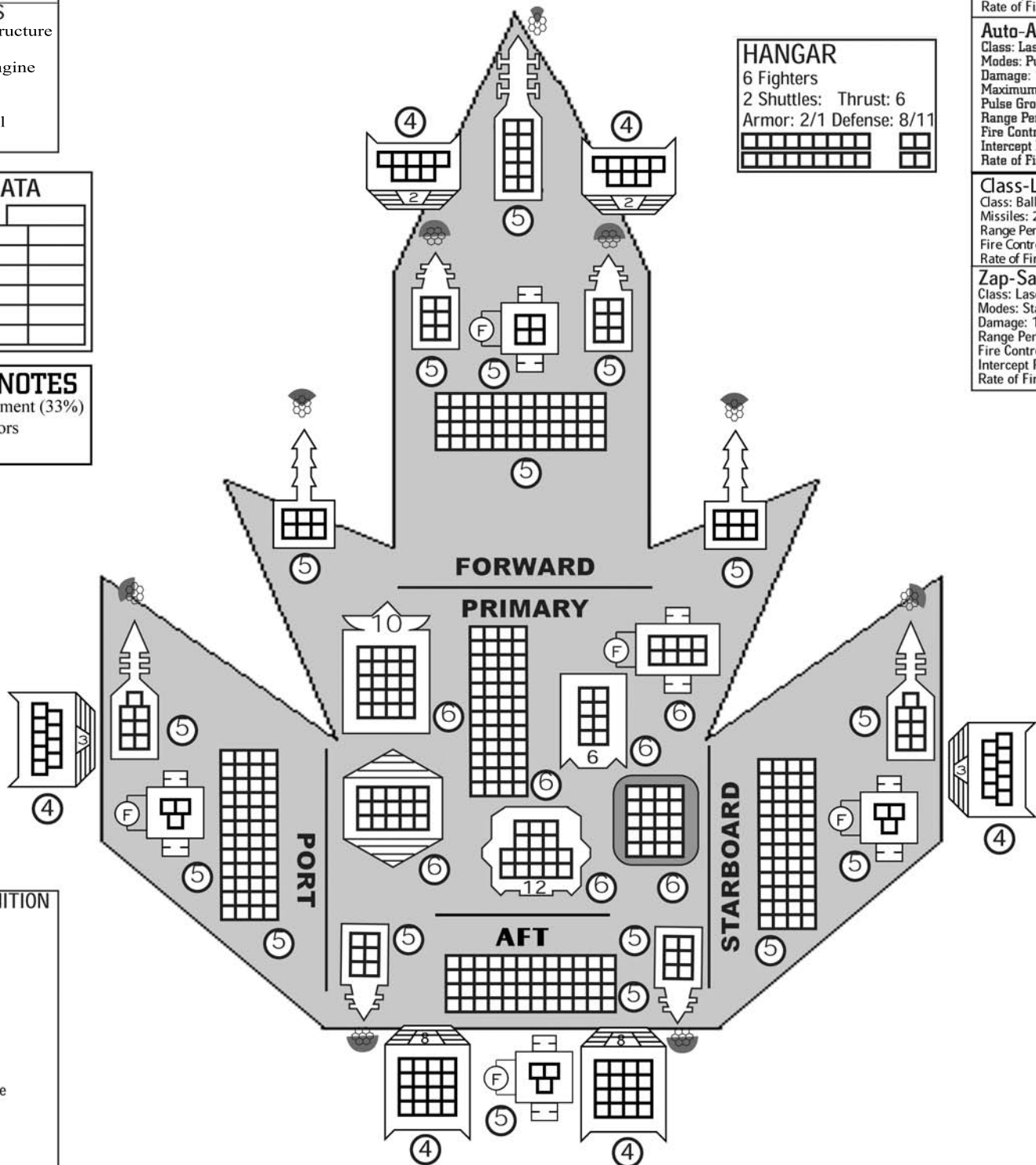
## WEAPON DATA

**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

**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

**Class-L Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
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  
Reactor  
Hangar  
Jump Engine  
Fuel Cell  
Gigawatt Laser  
Auto-Aiming Laser  
Class-L Missile Rack  
Zap-Sat Laser