

Name: _____ Counter: _____

Kel Hound Nibai-Sentsuu Assault Cruiser

Endless

Void
Wars

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2452	Turn Delay: 1/2 Speed	Stb/Port Defense: 16
Point Value: 780	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 200	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 12 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

FORWARD HITS

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

SIDE HITS

1-7: Port/Stbd Thrust
8-9: Zap-Sat Laser
10-11: Fuel Cell
12-18: Port/Stbd Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-7: Primar Structure
8-9: Main Thrust
10-11: Hangar
12-13: Jump Engine
14-15: Engines
16-17: Sensors
18-19: Fuel Cell
20: C&C

SPECIAL NOTES

Fuel Cell Ractors

SENSOR DATA

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

WEAPON DATA

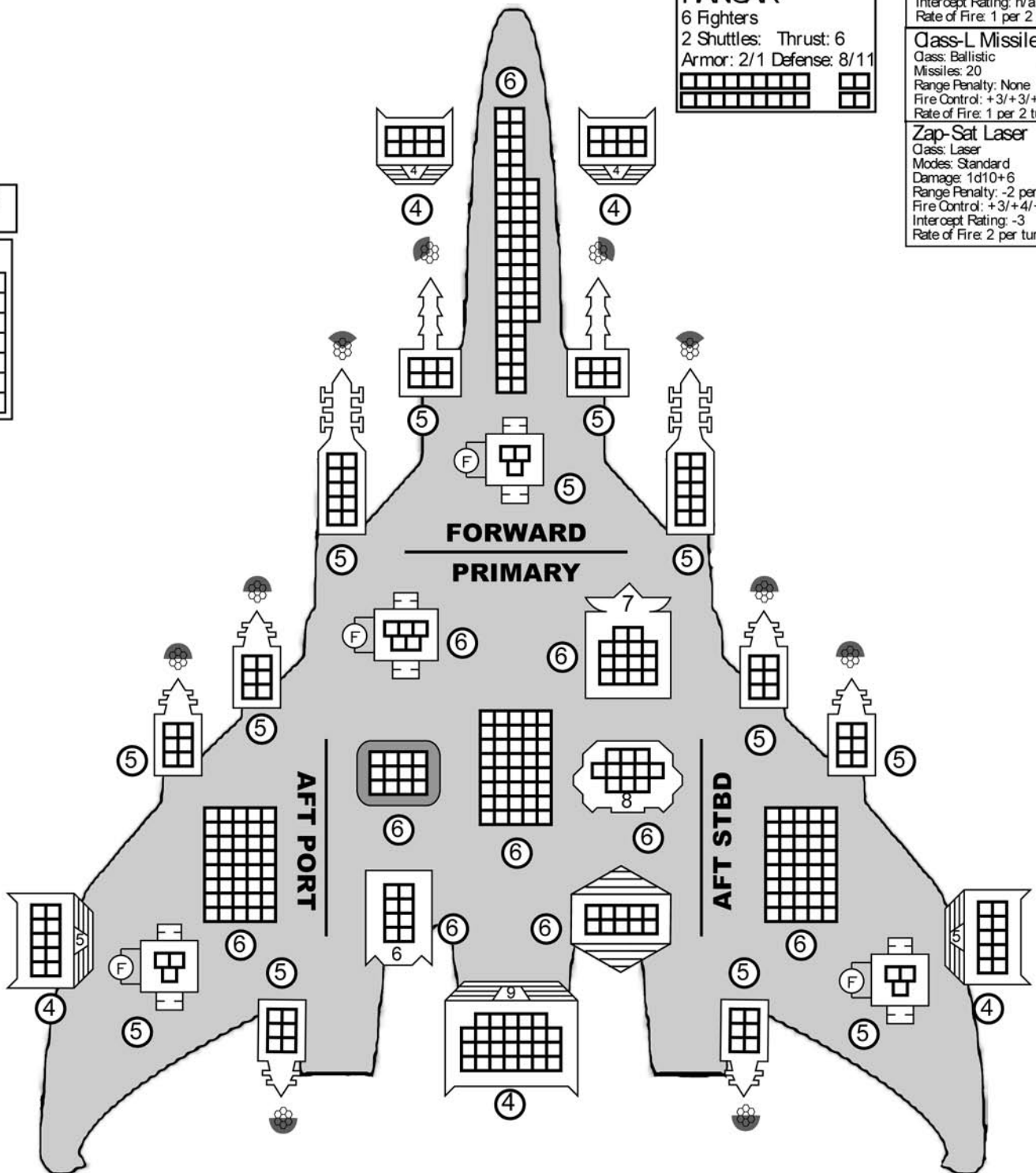
Gigawatt Laser
Class: Laser
Modes: Sustained
Damage: 6d10+12
Range Penalty: -1 per hex
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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

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



ICON RECOGNITION

