

Name: _____ Counter: _____

Uul Bunyaviridae Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 17
In Service: 2250	Turn Delay: 3/2 Speed	Stb/Port Defense: 17
Point Value: 1710	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor: 290	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Tur n Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Tur n Del ay	2 3 5 6 8 9 11 12 14 15 17 18	

Endless
Void
Wars

- FORWARD HITS**
1-4:Retro Thrust
5-6:Medium Rad Bolter
7-8:Gamma Irradiator
9-10:Dual Rad Array
11:Rad Torpedo
12-18:Forward Structure
19-20:PRIMARY HIT
- PORT HITS**
1-5:Port Thrust
6-7:Dual Rad Array
8-9:Rad Torpedo
10-11:Gamma Irradiator
12-18:Port Structure
19-20:PRIMARY HIT
- STBD HITS**
1-7:Stbd Thrust
8-9:Medium Rad Bolter
10-11:Gamma Irradiator
12-18:Stbd Structure
19-20:PRIMARY HIT
- PRIMARY HITS**
1-7:Primary Structure
8-9:Jump Engine
10-11:Hangar
12-13:Aft Thrust
14-15:Engines
16-17:Sensors
18-19:Reactor
20:C&C

SPECIAL NOTES
Special Hull Arrangement:
(No Aft Hits Or Structure)
Uul Carapace
Bio-Energy Diffuser

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

WEAPON DATA
Gamma Irradiator Class: Radiation Mode: Special Damage: None Range Penalty: -1 per 2 hexes Fire Control: +3/+2/- - Intercept Rating: n/a Rate of Fire: 1 per 4 turns Special: Kills 1d4+1 units of troops on ship and irradiates ship. Fighters automatically drop out.
Medium Rad Bolter Class: Radiation Mode: Standard Damage: 15 Range Penalty: -1 per 2 hexes Fire Control: +4/+4/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turns Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.
Rad Torpedo Class: Radiation Mode: Standard Damage: 12 Range Penalty: none (max 30) Fire Control: +3/+1/- - Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.
Dual Rad Array Class: Radiation Mode: Standard Damage: 10 Range Penalty: -2 per hex Fire Control: +3/+4/+5 Intercept Rating: -2 Rate of Fire: 2 per turn Special: roll 1d6 for each hit on "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

SENSOR DATA

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

- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Jump Engine
 - Reactor
 - Hangar
 - Gamma Irradiator
 - Medium Rad Bolter
 - Twin Rad Array
 - Rad Torpedo

