



Version 2: 2E/S3

Name: _____

Counter: _____

Endless

Void
Wars

Uul Gnathostoma Cruiser

SPECS

Class: Capital Ship
In Service: 2259
Point Value: 1100
Ramming Factor: 220
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +0

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

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/+1/-
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.

FORWARD HITS

1-7: Retro Thrust
8-9: Rad Torpedo
10-11: Gamma Irradiator
12-18: Forward Structure
19-20: PRIMARY HIT

PORT HITS

1-5: Port Thrust
6-7: Jump Engine
8: Prisoners/Cargo
9-10: Gamma Irradiator
11: Medium Rad Bolter
12-13: Dual Rad Array
14-19: Port Structure
20: PRIMARY HIT

STARBOARD HITS

1-5: Stbd Thrust
6-7: Hangar
8-9: Dual Rad Array
10: Prisoners/Cargo
11: C&C
12-13: Sensors
14-19: Stbd Structure
20: PRIMARY HIT

AFT HITS

1-7: Main Thrust
8-9: Dual Rad Array
10-11: Medium Rad Bolter
12-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-12: Primary Struct
13-14: Tractor Beam
15-17: Engine
18-20: Reactor

SPECIAL NOTES

Limited Deployment (33%)

Uul Carapace

Bio-Energy Diffuser

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



Prisoners/Troops



Hangar



Tractor Beam



Gamma Irradiator



Medium Rad Bolter



Rad Torpedo



Twin Rad Array

