

Name: _____ Counter: _____

Uul Pthirus Battlecruiser

Endless

Void
Wars

SPECS

Class: Capital Ship
In Service: 2254
Point Value: 1100
Ramming Factor: 380
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
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	3	4	5	6	7	8	9	10	11	12

FORWARD HITS

1-5: Retro Thrust
6-7: Medium Rad Bolter
8-9: Rad Torpedo
10-11: Gamma Irradiator
12-18: Forward Structure
19-20: PRIMARY HIT

SIDE HITS

1-9: Port/Stbd Thrust
10-11: Dual Rad Array
12-18: Port/Stbd Thrust
19-20: PRIMARY HIT

AFT HITS

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

PRIMARY HITS

1-9: Primary Structure
10-11: Hangar
12-13: Jump Engine
14-15: Sensors
16-17: Engines
18-19: Reactor
20: C&C

SPECIAL NOTES

Uul Carapace
Bio-Energy Diffuser

SENSOR DATA

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

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/+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.

ICON RECOGNITION

- Thrustor
- C&C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Gamma Irradiator
- Medium Rad Bolter
- Twin Rad Array
- Rad Torpedo

