

Enduring Sentinel

SPECS

Class: Medium Ship
In Service: Ancient
Point Value: 1150
Ramming Factor: 80
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 12 (9)
Stb/Port Defense: 14 (11)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +12

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

FORWARD HITS

1-5: Retro Thrust
5-7: Adv. Particle Blast
8-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Jump Engine
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stbd Thrust
9-13: Adv. Particle Blast
14-15: Shield Generator
16-17: Sensors
18: Engine
19: Reactor
20: C&C

SPECIAL NOTES

Advanced Armor
Advanced Sensors
Automated Ship
Gravitic Drives
Special Jump Drive

SENSOR DATA

Defensive EW

Target #1

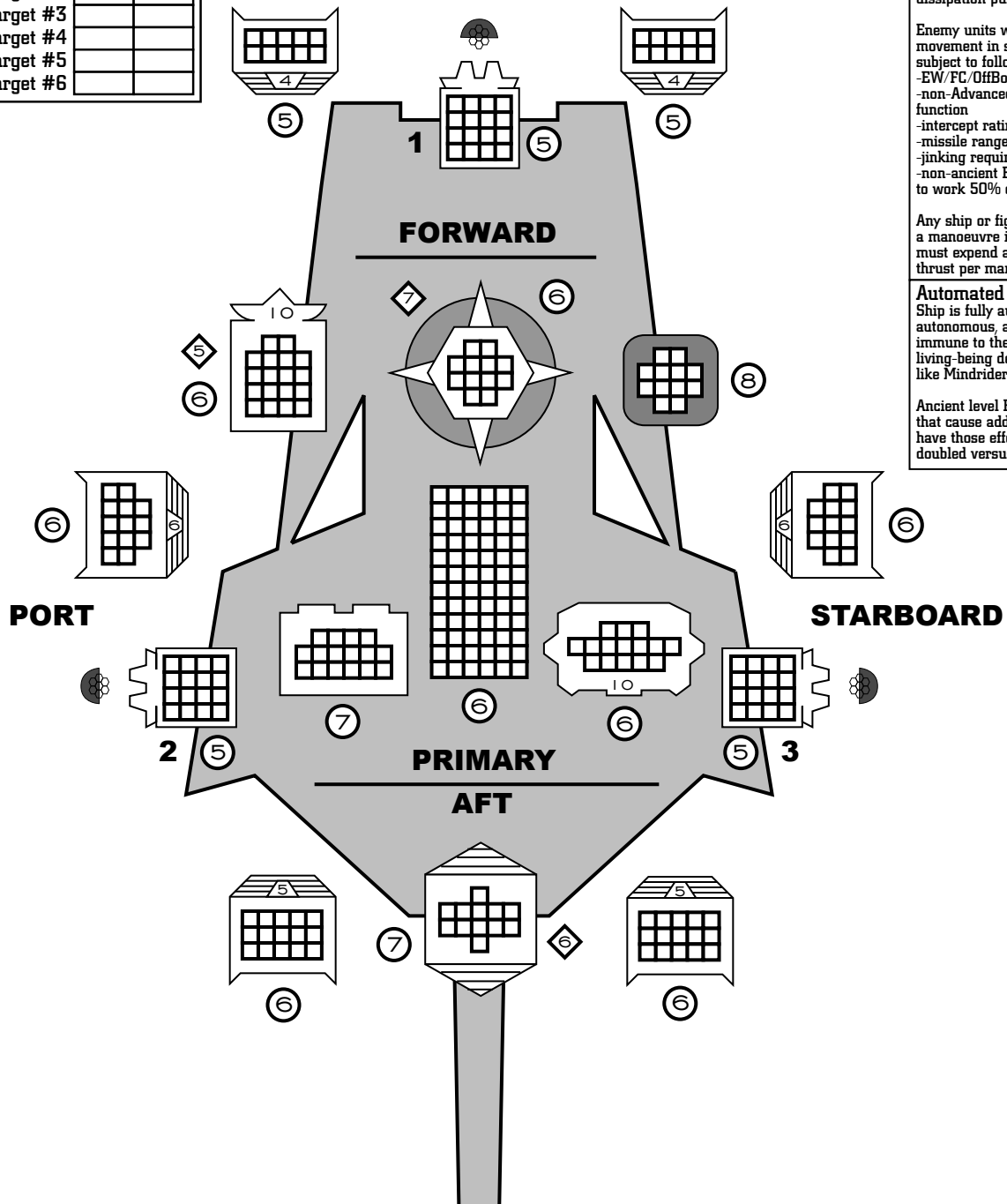
Target #2

Target #3

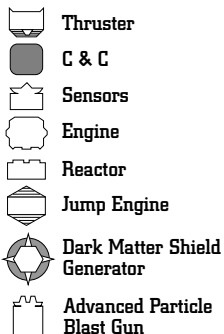
Target #4

Target #5

Target #6



ICON RECOGNITION



WEAPON DATA

Advanced Particle

Blast Gun
Class: Particle
Modes: Standard
Damage: 2d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/+2
Intercept Rating: -4
Rate of Fire: 2 per turn

Dark Matter Shields

Range: 1 hex
May be increased to two hexes by applying triple power. While shield is active, use defensive rating in parenthesis for ship.

Rules: Enemy fire passing through shields suffer -1 dam per die/pulse. Plasma treat each shielded hex as three for dissipation purposes.

Enemy units who begin or end movement in shielded hex are subject to following penalties:
-EW/FC/OffBonuses are halved
-non-Advanced Sensors do not function

-intercept ratings are -1
-missile range is halved
-jinking requires 2 thrust
-non-ancient EM weapons fail to work 50% of time.

Any ship or fighter attempting a manoeuvre in a shielded hex must expend an additional thrust per manoeuvre.

Automated Ship

Ship is fully automated and autonomous, and therefore immune to the effects of living-being dependant devices like Mindrider's Second Sense.

Ancient level EM weapon that cause additional effects have those effects doubled versus Ship.