

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

*Endless*

*Void*

Wars

# Barrunnen Shahn-Rhi Ballistic Frigate

## SPECS

Class: Hvy Combat Vsl  
In Service: 2241  
Point Value: 800  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Myotronic Beam

Class: Molecular + EM  
Modes: R, P  
Damage: 4d10+1  
Range Penalty: -1 per hexes  
Fire Control: +4/+2/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: Deactivates power using systems; +2 to criticals to non-power using systems.

### X-Ray Laser Missile

Class: Ballistic  
Mode: Pulse  
Damage: 10 1dB Times  
Maximum Pulses: 4  
Grouping Range: +1 per 3  
Range: 25 hexes  
Fire Control: +3/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Note: Intercept halved. Each pulse that strikes a previously hit location ignores armor there similar to raking.

### Interdictor

Class: Particle  
Modes: Defensive only  
Damage: None  
Range Penalty: n/a  
Fire Control: n/a  
Intercept Rating: -4  
Rate of Fire: 1 per turn

### Molecular Bonder

Subtract Field Rating from incoming damage as if shield had armor equal to field rating

## FORWARD HITS

1-5: Retro Thrust  
6-7: Interdictor  
8-9: X-Ray Laser Missile  
10-11: Myotronic Beam  
12-18: Forward Structure  
19-20: PRIMARY HIT

## AFT HITS

1-5: Main Thrust  
6-7: Interdictor  
8-9: X-Ray Laser Missile  
10-11: Myotronic Beam  
12-18: Aft Structure  
19-20: PRIMARY HIT

## PRIMARY HITS

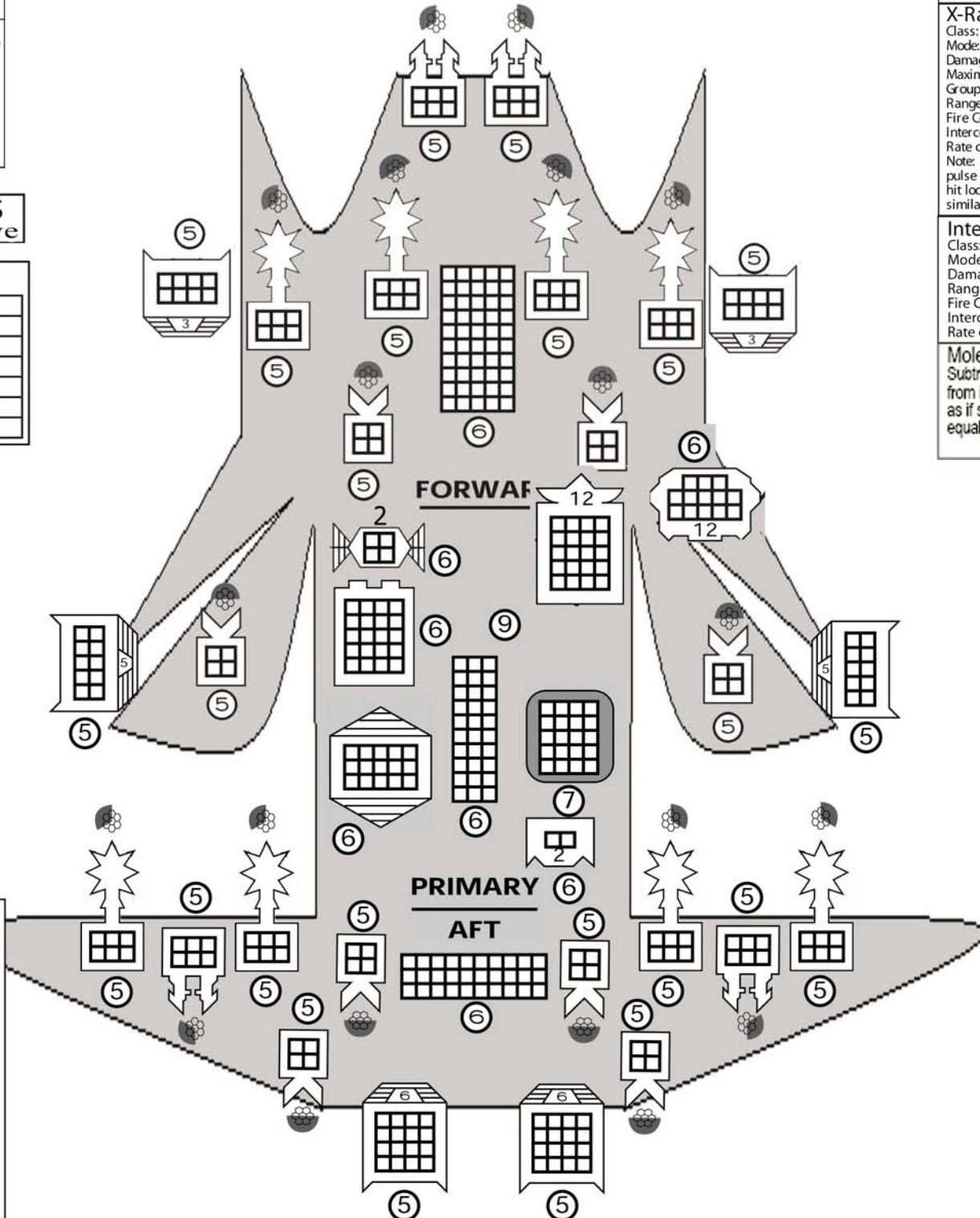
1-6: Primary Structure  
7: Molecular Bonder  
8-9: Port/Stbd Thrust  
10-11: Hangar  
12-13: Jump Engine  
14-15: Engines  
16-17: Sensors  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

### Gravitic Drive

## SENSOR DATA

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



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Molecular Bonder
- Myotronic Beam
- X-Ray Laser Missile
- Interdictor