

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

# Earth Central Hermes Battle Frigate

*Endless*

*Void*  
Wars

## FORWARD HITS

1-7:Retro Thrust  
8-9:Point Defense Laser  
10-11:Neutron Laser  
12-18:Forward Structure  
19-20:PRIMARY HIT

## AFT HITS

1-9:Main Thrust  
10-11:Point Defense Laser  
12-18:Aft Structure  
19-20:PRIMARY HIT

## PRIMARY HITS

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

## SENSOR DATA

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

## SPECS

Class: Hvy Combat Vsl  
In Service: 2228  
Point Value: 600  
Ramming Factor: 130  
Jump Delay: 36 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 13  
Engine Efficiency: 2/1  
Extra Power: 2  
Initiative Bonus: +8

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

## WEAPON DATA

### Neutron Laser

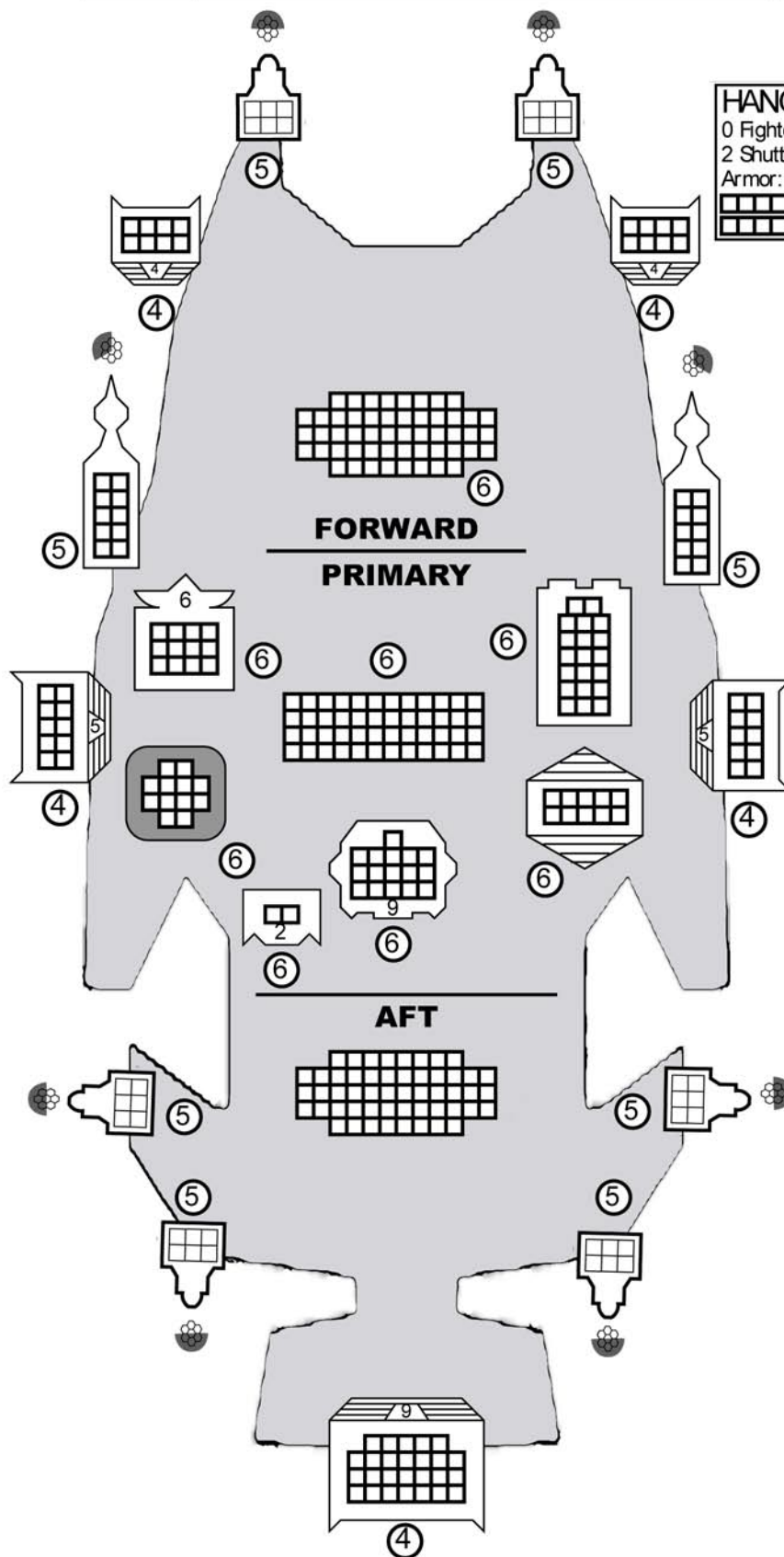
Class: Laser  
Modes: R, P, S  
Damage: 4d10+15  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+4/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Point Defense Laser

Class: Laser  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per 2 Hexes  
Fire Control: +0/+2/+6  
Intercept Rating: -4  
Rate of Fire: 1 per turn

## HANGAR

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



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- Point Defense Laser