

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

*Endless*

*Void*

Wars

# Energi Riharon Patrol Frigate

## SPECS

Class: Hvy Combat Vsl  
In Service: 2257  
Point Value:  
Ramming Factor: 150  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 0+0 Thrust  
Roll Cost: 0+0 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13 (7)  
Stb/Port Defense: 13 (7)  
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

## FORWARD HITS

1-5: Retro Thrust  
6-7: Electron Beam  
8-9: Burst Launcher  
10-11: Lightning Rod  
12: Shock Torpedo  
13: EM Shield  
14-19: Forward Structure  
20: PRIMARY HIT

## AFT HITS

1-7: Main Thrust  
8-9: Electron Beam  
10-11: Burst Launcher  
12: EM Shield  
13-18: Aft Structure  
19-20: PRIMARY HIT

## PRIMARY HITS

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

## SPECIAL NOTES

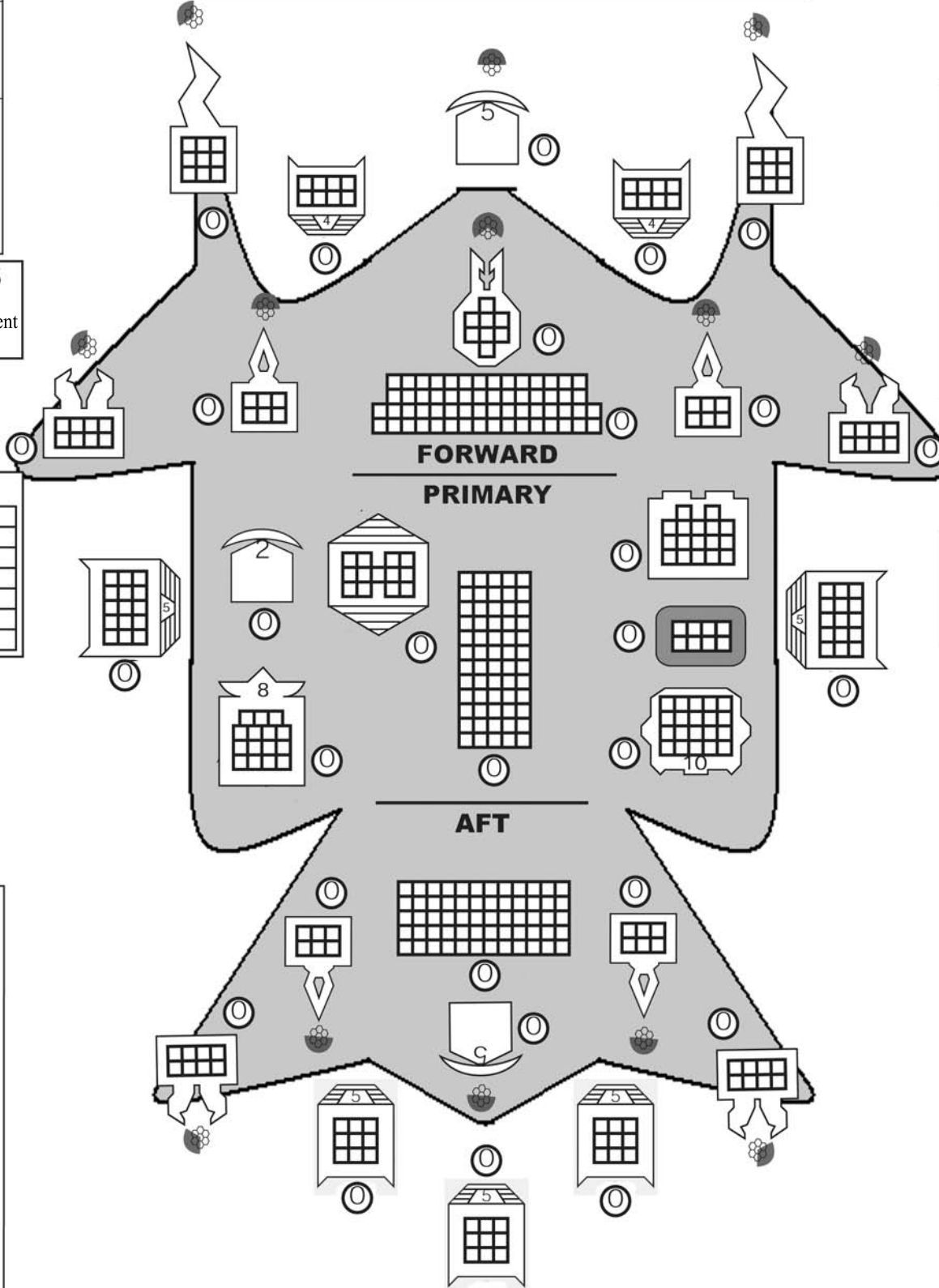
Gaseous Form  
Non-Euclidian Movement  
Nebula Sensors

## SENSOR DATA

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

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Shield
- Shock Torpedo
- Lightning Rod
- Burst Launcher
- Electron Beam



## WEAPON DATA

### Shock Torpedo

Class: Ballistic + EM  
Mode: Piercing  
Damage: 2d10+4  
Range Penalty: -1 per 2 hexes after 25 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. +5 to crits.

### Lightning Rod

Class: Electromagnetic  
Modes: R(6), S  
Damage: (3d10) x 2  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Burst Launcher

Class: Electromagnetic  
Modes: Pulse  
Damage: 2d6 1d3 times  
Max Pulses: 3  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per hex after range 25  
Fire Control: +3/+2/-2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Special: +5 to critical rolls.

### Electron Beam

Class: Electromagnetic  
Modes: Raking(5)  
Damage: (1d10+2) x 2  
Range Penalty: -1 per hex  
Fire Control: +1/+0/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.