

Name: _____ Counter: _____

Energi Rikigiki Ballistic Frigate

Endless

Void
Wars

FORWARD HITS
1-5: Retro Thrust
6-7: Electron Beam
8-9: Burst Launcher
10-11: Shock Torpedo
12: EM Shield
13-18: Forward Structure
19-20: PRIMARY HIT

AFT HITS
1-5: Main Thrust
6-7: Burst Launcher
8-9: Heavy Burst Launcher
10: Shock Torpedo
11: EM Shield
12-18: Aft Structure
19-20: PRIMARY HIT

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

SPECS

Class: Hvy Combat Vsl
In Service:
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

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.

Heavy Burst Launcher

Class: Electromagnetic
Modes: Pulse
Damage: 1d10+2 1d3 times
Max Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex after range 15
Fire Control: +3/+2/-
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: +5 to critical rolls.

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/-
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.

SENSOR DATA

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

SPECIAL NOTES

Gaseous Form
Non-Euclidian Movement
Nebula Sensors

ICON RECOGNITION

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

