

# Energi Rishirin Logistics Cruiser

Endless

Void Wars

## 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 (6)  
Stb/Port Defense: 13(6)  
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

1-4: Retro Thrust  
5-6: Heavy Burst Beam  
7-8: Comm Disruptor  
9-10: Lightning Rod  
11: EM Shield  
12-18: Forward Structure  
19-20: PRIMARY HIT

## AFT HITS

1-4: Main Thrust  
5-6: Burst Launcher  
7-8: Dual Burst Beam  
9-10: Burst Pulse Cannon  
11: EM Shield  
12-18: Aft Structure  
19-20: PRIMARY HIT

## PRIMARY HITS

1-5: Primary Hit  
6-7: Hangar  
8-9: Port/Stbd Thrust  
10-11: Jump Engine  
12-13: Heavy Burst Launcher  
14-15: Engines  
16-17: Sensors  
18-19: Reactor  
20: C&C

## SENSOR DATA

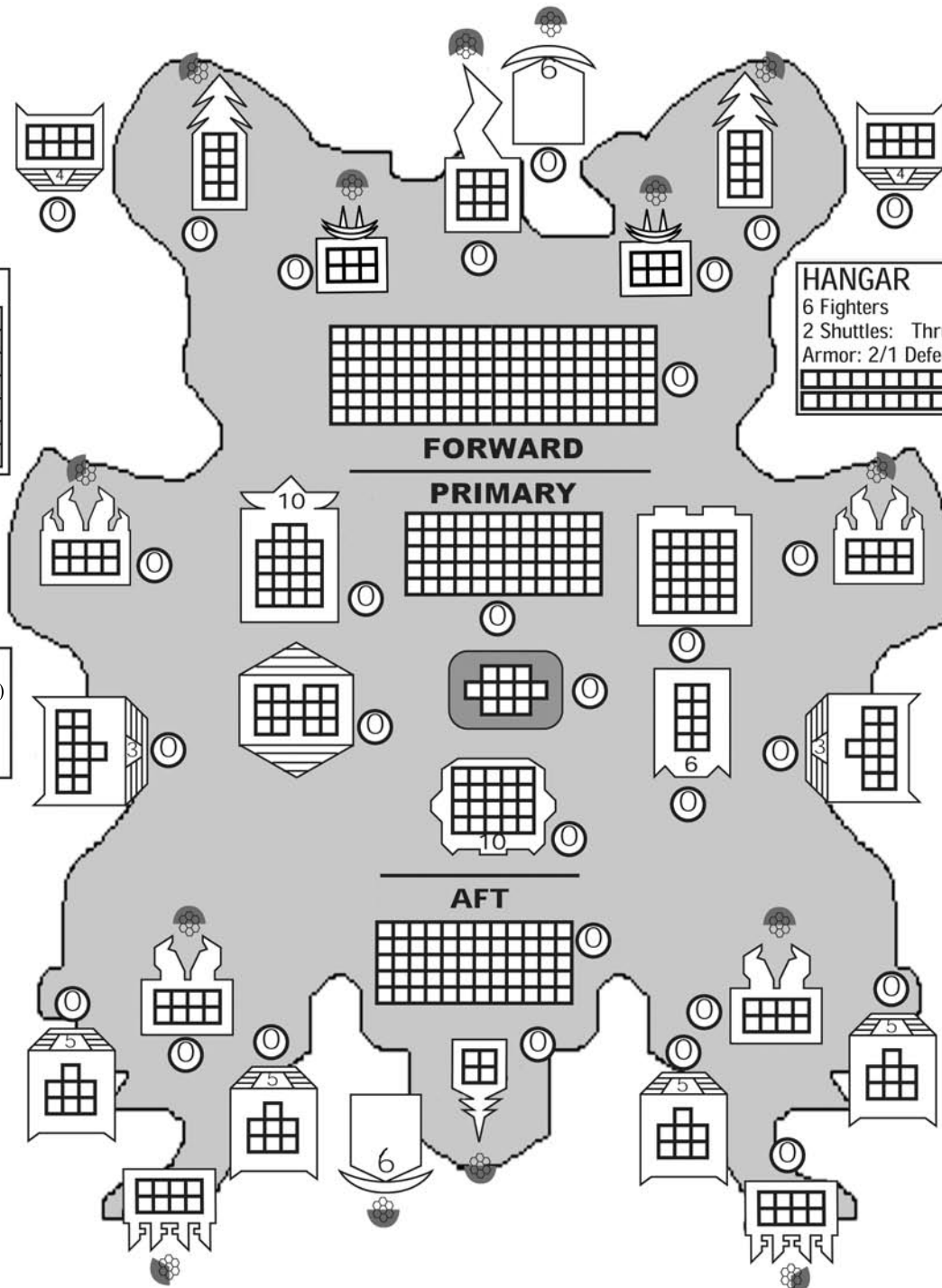
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## SPECIAL NOTES

Limited Deployment (33%)  
Gaseous Form  
Non-Euclidian Movement  
Nebula Sensors

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Shield
- Lightning Rod
- Heavy Burst Launcher
- Burst Launcher
- Heavy Burst Beam
- Dual Burst Beam
- Burst Pulse Cannon
- Comm Disruptor



## WEAPON DATA

**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

**Lightning Beam**  
Class: Electromagnetic  
Mode: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**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.

**Dual Burst Beam**  
Class: Electromagnetic  
Mode: Standard  
Damage: None  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

**Lightning Bolt**  
Class: Electromagnetic  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+5  
Intercept Rating: -3  
Rate of Fire: 1 per turn

**Comm Disruptor**  
Class: Electromagnetic  
Mode: Standard  
Damage: 1d6 Init, 1d6 Sensor  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Subtracts 1d6 from targets initiative and 1d6 from sensors for next turn

**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.