



Drakh Raider

SPECS

Class: Lt Combat Vsl
In Service: 2225
Point Value: 350 each
Ramming Factor: 35
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10 (9)
Sth/Port Defense: 11 (10)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

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

WEAPON DATA

Phase Disruptor

Class: Molecular
Mode: Raking (3d6)
Damage: 9d6
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Scores each 3d6 as a separate sub-volley. May be divided into multiple attacks on different targets. See rules.

Lt. Deflector Field

Subtract Field Factor from incoming chance to hit and add it to range for enemy range penalty calculation. Fields don't combine. Defense ratings shown in parenthesis () indicates value with field active. See rules.

HIT LOCATIONS

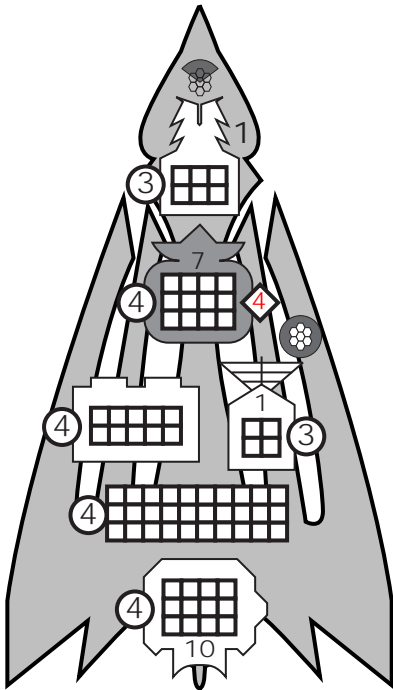
1-10: Structure
11-12: Phase Disruptor
13-14: Deflector Field
15-16: Drive
17-18: Reactor
19-20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Enhanced Armor
Gravitic Drive System

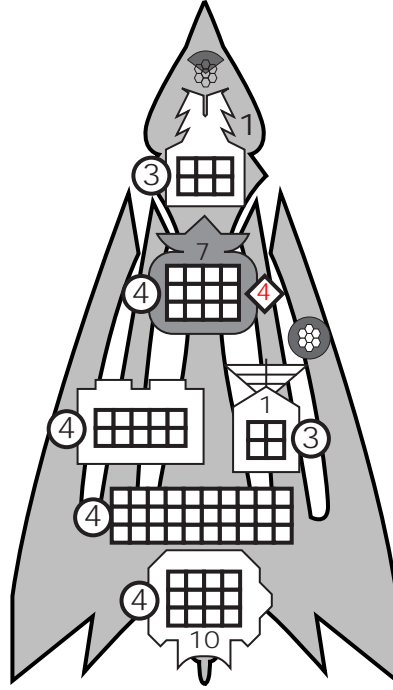
SENSOR DATA 7

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat



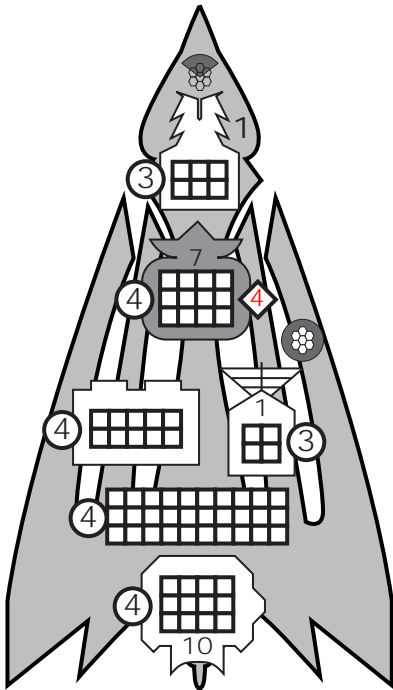
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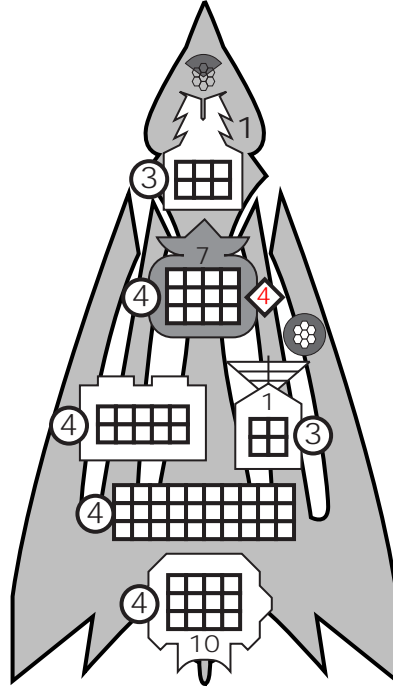
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ICON RECOGNITION

Control
 Drive
 Reactor