

Patrol Ship Variant (Uncommon)

Version Rom-1

Name: _____ Counter: _____



Drakh Scout Ship

SPECS

Class: Medium Ship
In Service: 2227
Point Value: 750
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (11)
Stb/Port Defense: 13 (12)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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	1	2	2	2	3	3	3	4	4	4

HANGAR

1 Drakh Shuttle

WEAPON DATA

Medium Polarity Pulsar
Class: Molecular
Mode: Pulse
Damage: 12 1d4 Times
Maximum Pulses: 5
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Light Polarity Pulsar

Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Lt. Phase Disruptor

Class: Molecular
Mode: Raking (3d6)
Damage: 6d6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -1
Rate of Fire: 1 per turn
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. Signature rating shown in parenthesis () indicates value with field active. See rules.

FORWARD HITS

1-5: Retro Thruster
6-7: Hvy. Polarity Pulsar
8-10: Phase Disruptor
11: Deflector Field
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thruster
8-9: Lt. Polarity Pulsar
10: Deflector Field
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

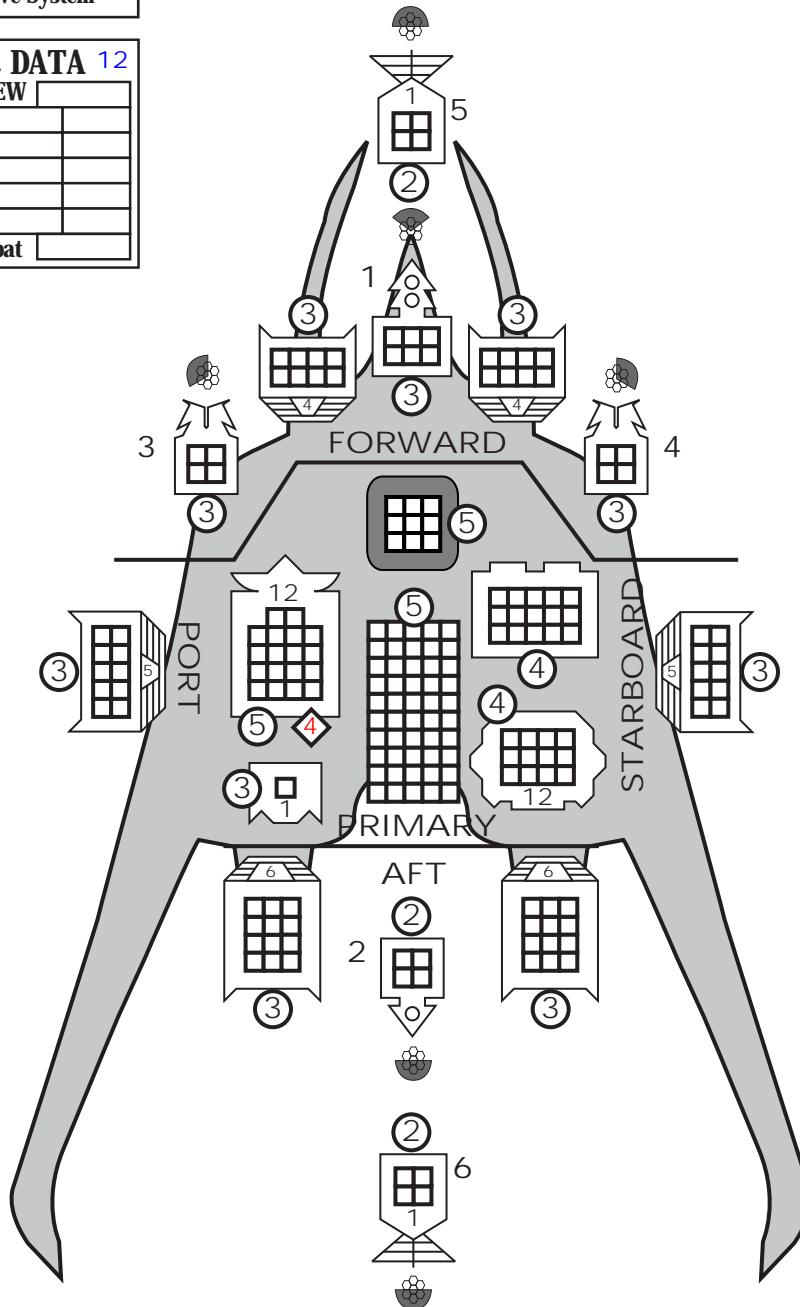
1-9: Port/Stb Thruster
10-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable
Enhanced Armor
ELINT Ship
Gravitic Drive System

SENSOR DATA 12

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Ext. LCV Rail