

Name: _____ Counter: _____



Drakh Cin'Pher Gunship

SPECS

Class: Capital Ship
In Svc: 2245
Point Value: 775???
Ramming Factor: 230
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +12
Initiative Bonus: +0

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

WEAPON DATA

Distruption Pulsar

Class: Molecular
Mode: Standard
Damage: 15 d5 times
Maximum Pulses: 7
Group Rating: +1 per 4
Range Penalty: -1 per 2 Hexes
Fire Control: +4/+4/+2
Intercept Rating: -1
Rate of Fire 1 per 3 turns
Special: Reduces Armor see rules.
Can Fire will smaller charge 1 turn - 1d2 pulses Max - 2 2 turn - 1d3 pulses Max - 4

Phase Cannon

Class: Molecular
Mode: Standard
Damage: 2d6+6
Range Penalty: -1 per 3 Hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire 1 per turn
Special: Phased +2 power - Roll for location
1-4 Facing Side
5-7 Primary
8-9 Opposite Side
10 Passed Through

Light Phasing Pulse Cannon

Class: Molecular
Mode: Standard
Damage: 10 d5 Times
Maximum Pulses: 6
Group Rating: +1 per 3
Range Penalty: -2 per Hex
Fire Control: +3/+3/+6
Intercept Rating: -3
Rate of Fire 1 per turn
Special: Ignores Shields

FORWARD HITS

1-5: Retro Thrust
6-7: Disruption Pulsar
8-10: Lt. Phasing Pulse Cannon
11-18: Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thruster
6-8: Phase Cannon
9-10: Scrambler
11-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Lt. Phasing Pulse Cannon
11-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

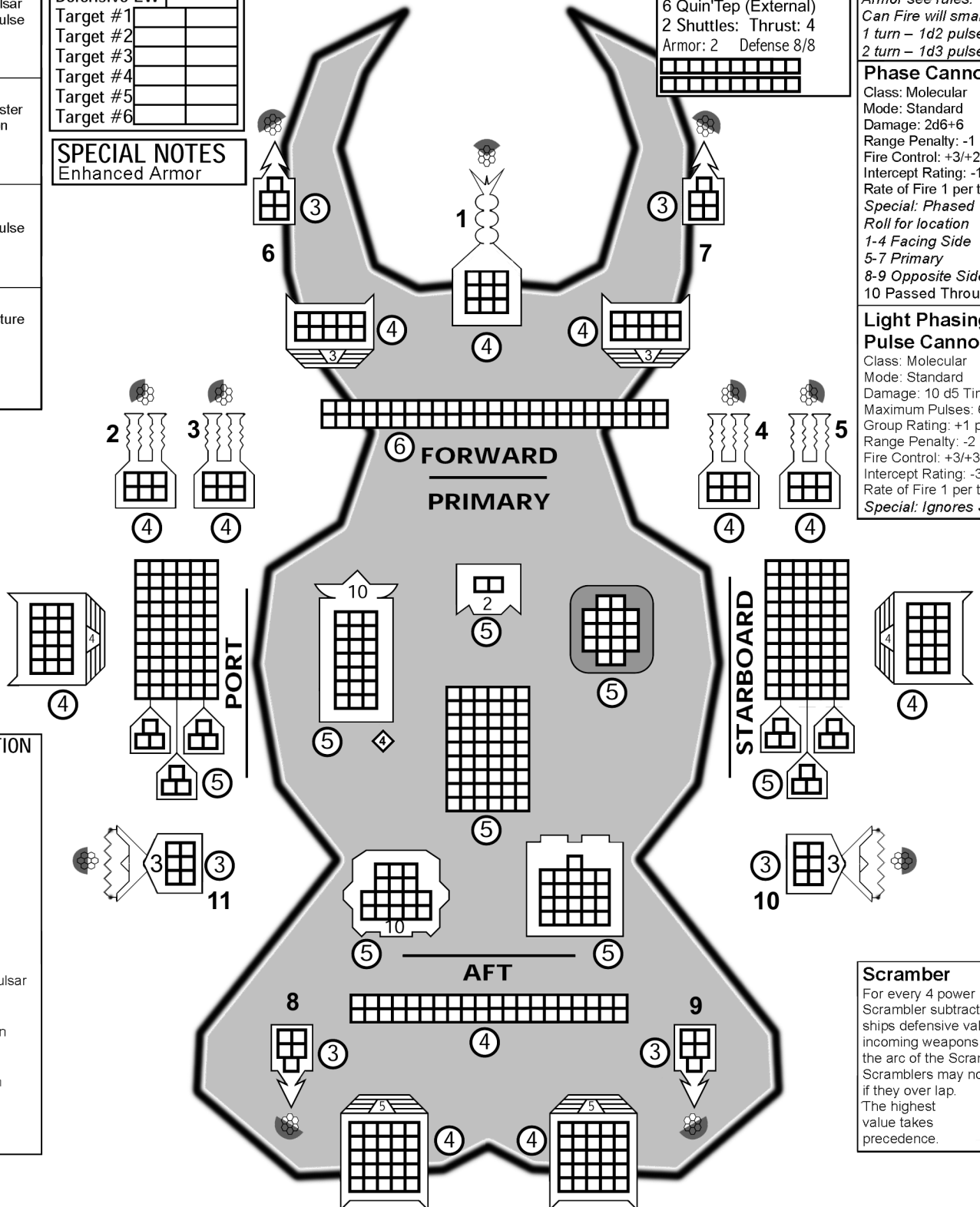
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECIAL NOTES

Enhanced Armor

HANGAR

6 Quin'Tep (External)
2 Shuttles: Thrust: 4
Armor: 2 Defense 8/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Disruption Pulsar
- Phase Cannon
- Light Phasing Pulse Cannon
- Scrambler

Scrambler

For every 4 power placed in Scrambler subtract 1 from ships defensive value vs. all incoming weapons fire with in the arc of the Scrambler. Scramblers may not combine if they over lap. The highest value takes precedence.