

Name: _____ Counter: _____



Drakh Du'Kell Destroyer

SPECS

Class: Capital Ship
In Svc: 2260
Point Value: 1100???
Ramming Factor: 250
Jump Delay: 24

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +10
Initiative Bonus: +2

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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Light Molecular Slicer Beam

Class: Molecular
Mode: Raking
Damage: 1 Turn: 4d10+4
Damage: 2 Turns: 6d10+6
Damage: 3 Turns: 8d10+8
Range Penalty: -1 per 3 Hexes
Fire Control: +6/+4/+2
Intercept Rating: N/A
Rate of Fire 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable

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

Medium Phasing Pulse Cannon

Class: Molecular
Mode: Standard
Damage: 13 d5 Times
Maximum Pulses: 6
Group Rating: +1 per 3
Range Penalty: -1 per Hex
Fire Control: +6/+4/+2
Intercept Rating: -3
Rate of Fire 1 per 2 turns
Special: Ignores Shields.

Fletcher Gun

Class: Matter
Mode: Standard
Damage: 1d6+5
Range Penalty: -2 per Hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire 1 per turn
Special: Multiple Fletcher guns intercepting the same target do not degrade.

Scramber

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 overlap. The highest value takes precedence.

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

1-4: Retro Thrust
5-6: Molecular Slicer
7-9: Lt. Phasing Pulse Cannon
10-11: Phase Cannon
12-18: Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thruster
6-7: Lt. Phasing Pulse Cannon
8-9: Med. Phasing Pulse Cannon
10-11: Scrambler
12-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Lt. Phasing Pulse Cannon
10-12: Jump Drive
12-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-12: Sensors
13-14: Hanger
15-16: Engine
17-18: Fletcher Gun
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
Gravitic Drive System
Atmospheric Capable

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Phase Cannon
- Light Slicer Beam
- Medium Phasing Pulse Cannon
- Light Phasing Pulse Cannon
- Fletcher Gun
- Scrambler

