

Name: _____ Counter: _____



Drakh Cin'Pher Gunship

SPECS

Class: Capital Ship
In Service: 2259
Point Value: 700???
Ramming Factor: 230
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16 (14)
Stb/Port Defense: 18 (16)
Engine Efficiency: 4/1
Extra Power +0
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	3	4	5	6	6	7	8	9	9

WEAPON DATA

Disruption Pulsar

Class: Molecular
Mode: Standard
Damage: 15 d5 times
Maximum Pulses: 6
Group Rating: +1 per 4
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns
Special: Ignores the first 3 levels of armor

Plasma Bolt

Class: Plasma
Mode: Standard
Damage: 2d10+5
(Maximum Range 12 Hexes)
Fire Control: +3/+2/+1
Range Penalty: -1 per 2 hexes
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Fletcher Gun

Class: Matter
Mode: Standard
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: +4/+4/+6
Intercept Rating: -2
Special: Multiple Fletcher Guns intercepting the same target do not degrade.

Scrambler

Subtract Scrambler rating from defense value if functioning Scrambler is in arc. Scramblers may not combine if they overlap. May increase output at a rate of 1 level of scrambling/4 power allocated. May also be decreased at a rate of 4 power/level of scrambling lost.

FORWARD HITS

1-5 Retro Thrust
6-7 Disruption Pulsar
8-10 Fletcher Gun
11-18 Structure
19-20 PRIMARY Hit

SIDE HITS

1-6 Port/Stb Thrust
7-8 Plasma Bolt
9-10 Scrambler
11-18 Structure
19-20 PRIMARY Hit

AFT HITS

1-8 Main Thrust
9-10 Fletcher Gun
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

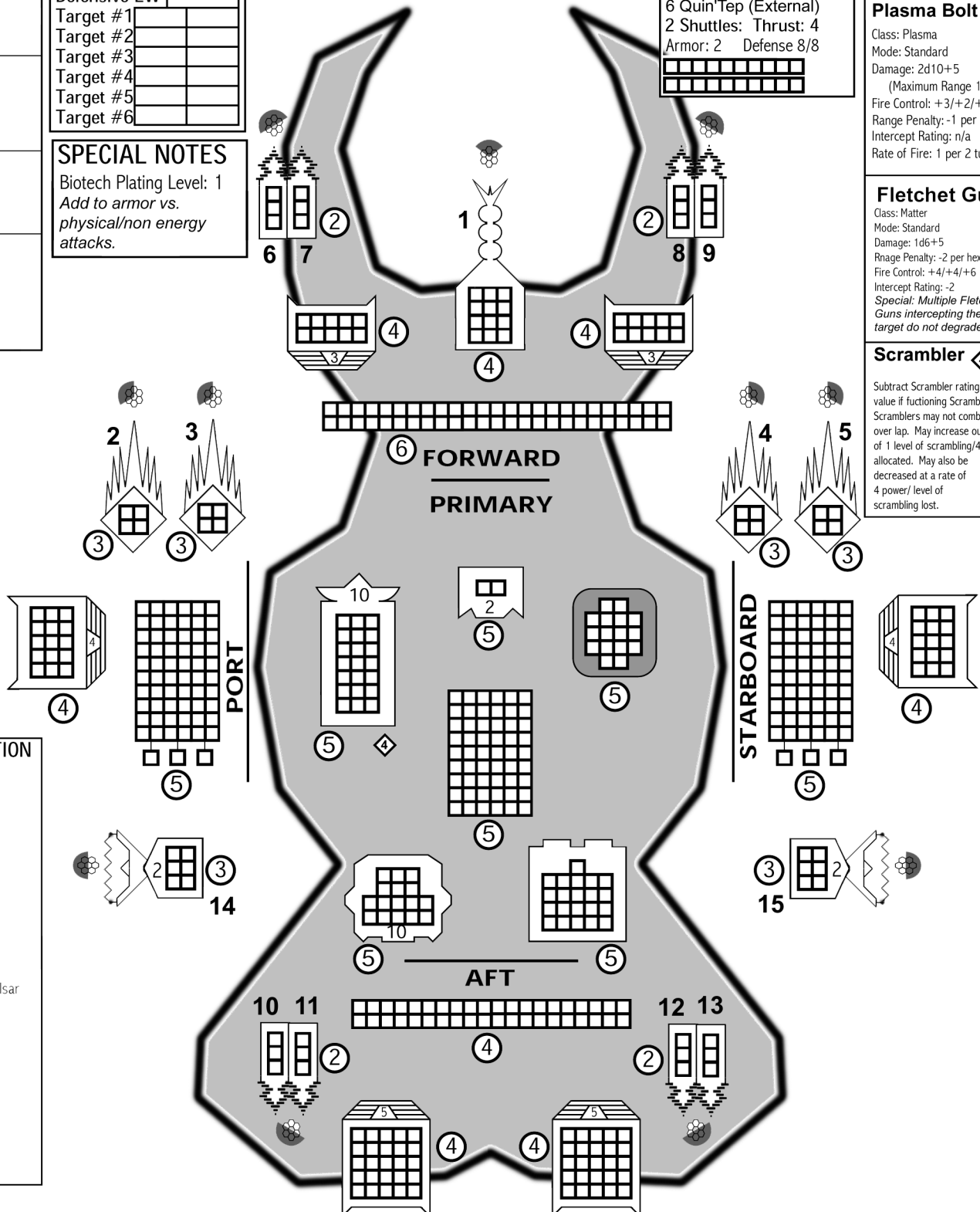
Target #6

SPECIAL NOTES

Biotech Plating Level: 1
Add to armor vs. physical/non energy attacks.

HANGAR

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Disruption Pulsar
- Plasma Bolt
- Fletcher Gun
- Scrambler