

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Drakh Die'Kham Defense Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 x Speed	Fwd/Aft Defence: 14 (12)
In Service: 2215	Turn Delay: 3/4 x Speed	Stb/Port Defence: 14 (12)
Point Value: 500???	Accel/Decel Cost: 3	Engine Efficiency: 4/1
Ramming Factor: 135	Pivot Cost: 2+2	Extra Power: +2
Jump Delay: N/A	Roll Cost: 2+2	Initiative Bonus: +5
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9	

## WEAPON DATA

**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**

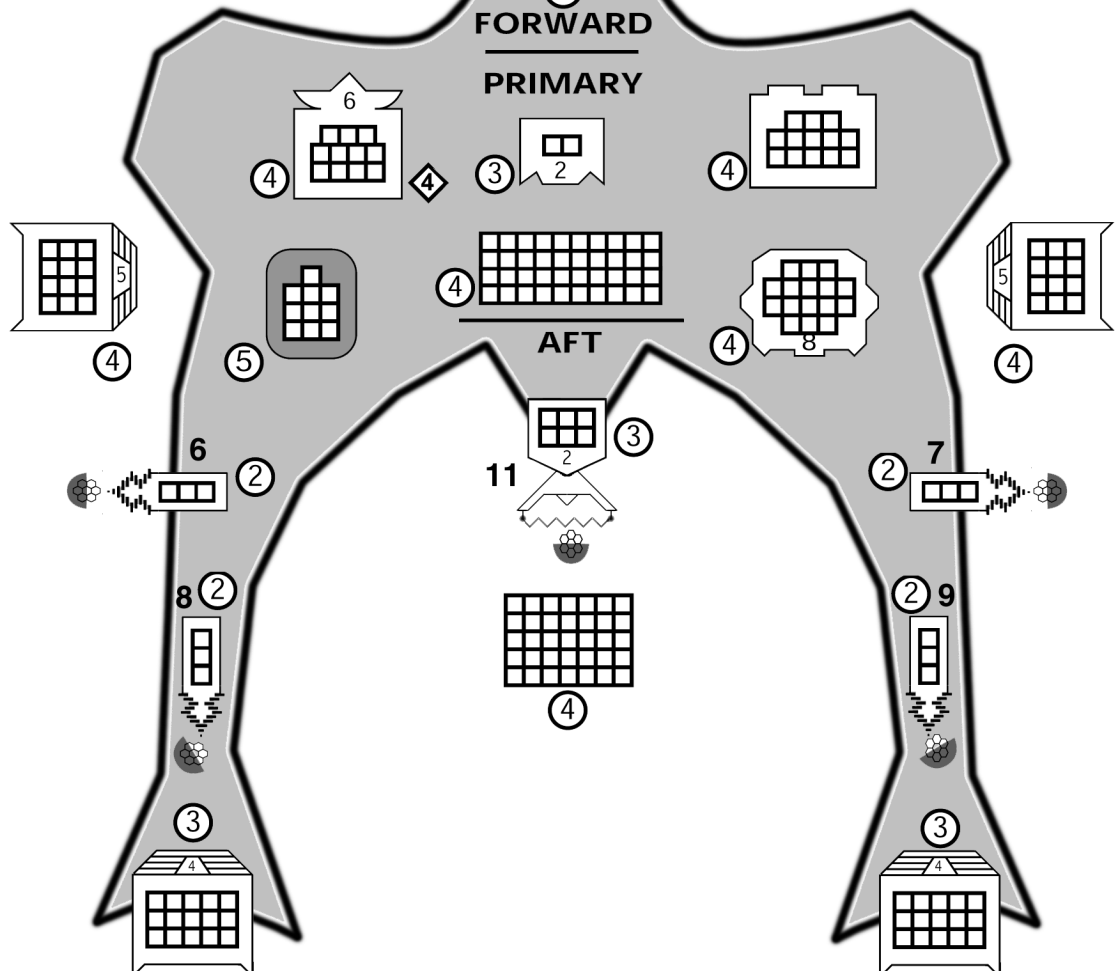
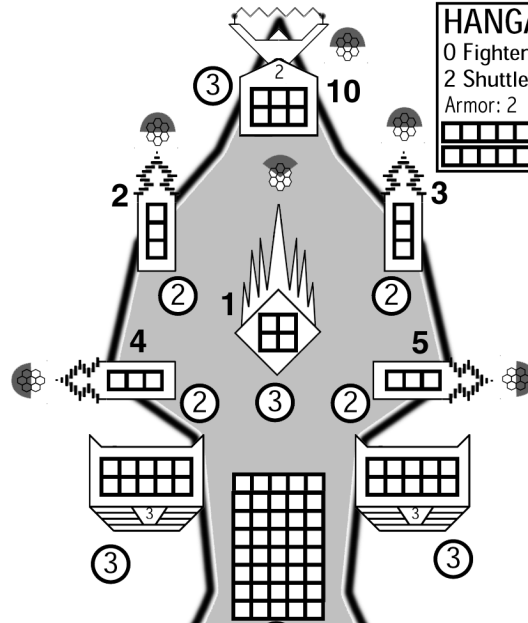
Class: Matter  
Mode: Standard  
Damage: 1d6+5  
Rnage Penalty: -2 per hex  
Fire Control: +4/+4/+6  
Intercept Rating: -2  
*Special: Multiple Fletcher Guns intercepting the same target do not degrade.*










**Scrambler** /Level

Subtract Scrambler rating from defense value if functioning Scrambler is in arc.  
Scramblers may not combine if they over lap. 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 Plasma Bolt
8-9 Scrambler
10-12 Fletcher Gun
13-18 Structure
19-20 PRIMARY Hit
AFT HITS
1-6 Main Thrust
7-8 Scrambler
9-11 Fletcher Gun
12-18 Structure
19-20 PRIMARY Hit
PRIMARY HITS
1-8 Primary Structure
9-11 Port/Stb Thruster
12-14 Sensors
15-16 Engine
17 Hanger
19-19 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.



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Scrambler
	Plasma Bolt
	Fletcher Gun