

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



# Drakh Du'Kell Destroyer

## SPECS

Class: Capital Ship  
In Service: 2205  
Point Value: 625???

Raming Factor: 250  
Jump Delay: 24

## MANEUVERING

Turn Cost: 2/3 x speed  
Turn Delay: 1/2 x speed  
Accel/Decel Cost: 3  
Pivot Cost: 2+2  
RollCost: 2+2

## COMBAT STATS

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

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	1	2	2	3	3	4	4	5	5	6	6

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 2 Defense 8/8


## 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

### Phase Cannon

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

### 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

1-4 Retro Thrust  
5-7 Plasma Bolt  
8-10 Fletcher Gun  
11-18 Structure  
19-20 PRIMARY Hit

## SIDE HITS

1-5 Port/Stb Thrust  
6-8 Scrambler  
9-11 Phase Cannon  
12-18 Structure  
19-20 PRIMARY Hit

## AFT HITS

1-6 Main Thrust  
7-9 Jump Engine  
10-12 Fletcher Gun  
13-18 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

Target #6

## SPECIAL NOTES

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

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Phase Cannon
- Plasma Bolt
- Fletcher Gun
- Scrambler

