

Name: _____ Counter: _____



Drakh Par'Vime Strike Figate

SPECS

Class: Medium Ship
In Service: 2265
Point Value: 650???
Ramming Factor: 65
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13 (12)
Stb/Port Defense: 13 (12)
Engine Efficiency: 3/1
Power Shortage: -4
Initiative Bonus: +12

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

WEAPON DATA

Energy Tap

Class: Ballistic - Electromagnetic
Mode: Standard
Damage: -1d10+2 power 1d3 turn
Range Penalty: None
Max Range: 50 hexes
Fire Control: +6/+4/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Subtracts 1d10+2 power from facing side. If damage exceeds power on facing side, opponent chooses which additional systems are shut down.

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 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
6-8 Energy Tap
9-11 Fletcher Gun
12-17 Structure
18-20 PRIMARY Hit

AFT HITS

1-8 Main Thrust
9-11 Fletcher Gun
12-17 Structure
18-20 PRIMARY Hit

PRIMARY HITS

1-8 Port/Stb Thrust
9-11 Sensors
12-14 Engine
15-16 Hangar
17-19 Reactor
20 C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

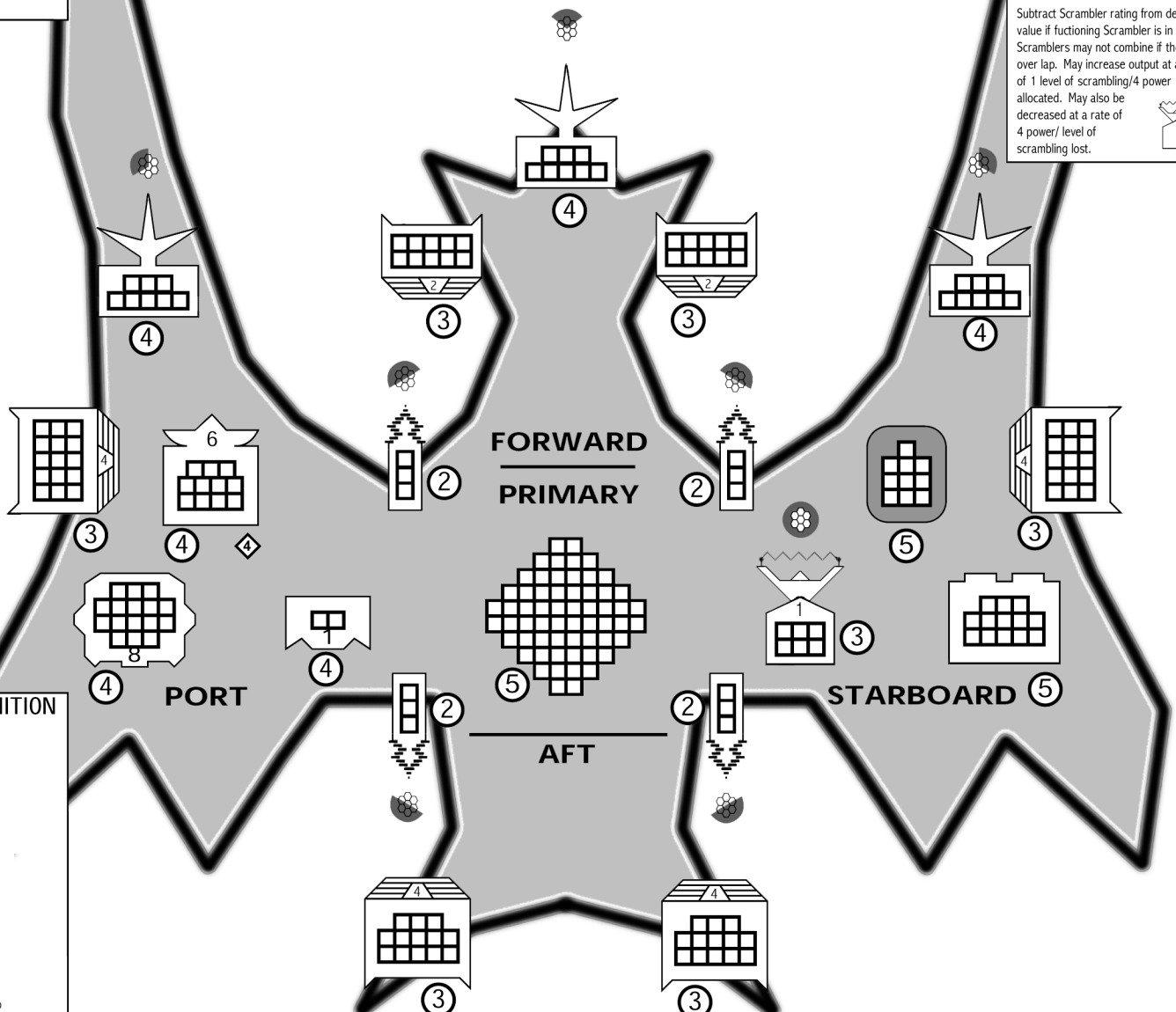
Biotech Plating Level: 1
Add to armor vs. physical/non energy attacks.

HANGAR

0 Fighters
2 Shuttles

No Weapons Thrust: 4

Armor:2 Defense: 8/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Scrambler
- Energy Tap
- Fletcher Gun