

Name: _____ Counter: _____



Drakh Pi'Naht Command Cruiser

SPECS

Class: Capital Ship
In Service: 2264
Point Value: 1600???

Raming Factor: 480

Jump Delay: 20

MANEUVERING

Turn Cost: 1 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 4

Pivot Cost: 4+4

Roll Cost: 3+3

COMBAT STATS

Fwd/Aft Defense: 18 (16)

Stb/Port/ Defense: 18 (16)

Engine Efficiency: 4/1

Extra Power: +2

Initiative: +1

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	4	5	6	7	8	9	10	11	12

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

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

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.

FORWARD HITS

1-4 Retro Thrust
5-6 Energy Tap
7-9 Phase Cannon
10-11 Fletchet Gun
12-18 Structure
19-20 PRIMARY Hit

SIDE HITS

1-5 Port/Stb Thrust
6-7 Scrambler
8-9 Disruption Pulsar
10-12 Phase Cannon
13-18 Structure
19-20 PRIMARY Hit

AFT HITS

1-6 Main Thrust
7-8 Jump Engine
9-10 Phase Cannon
11-12 Fletchet Gun
13-18 Structure
19-20 PRIMARY Hit

PRIMARY HITS

1-9 Primary Structure
10-13 Tactical 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

HANGAR

12 Quin'Tap (External)

2 Shuttles: Thrust: 4

Armor: 2 Defense 8/8

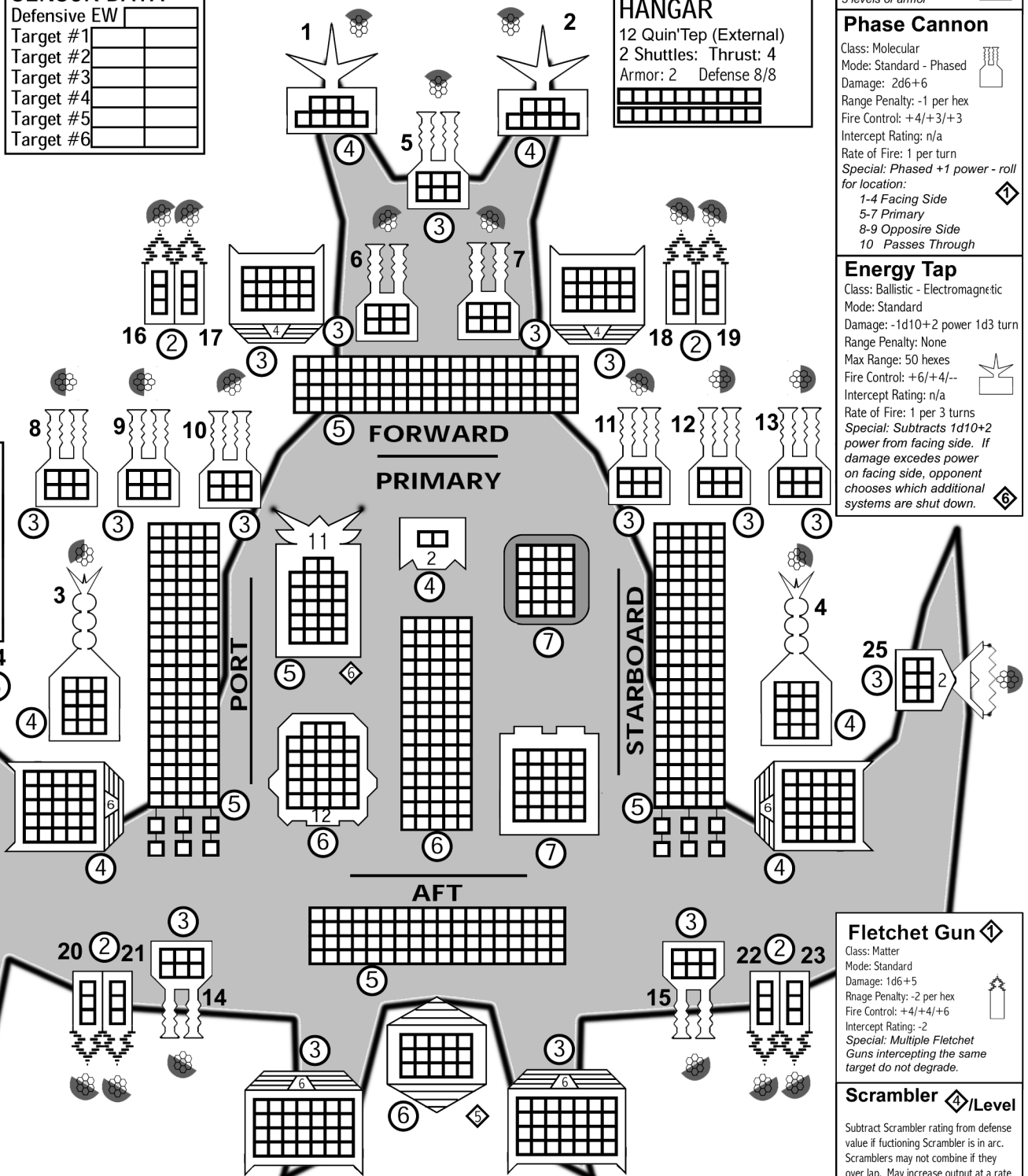
SPECIAL NOTES

Biotech Plating Level: 2
Add to armor vs. physical/non energy attacks.

Tactical Sensors:
May place 3 points of initiative, after all initiatives are announced

ICON RECOGNITION

- Thrustor
- C & C
- Tactical Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Disruption Pulsar
- Phase Cannon
- Energy Tap
- Fletchet Gun
- Scrambler



Fletchet Gun

Class: Matter
Mode: Standard
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: +4/+4/+6
Intercept Rating: -2
Special: Multiple Fletchet 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.