

Name: _____ Counter: _____



Drakh Rarriec Jump Cruiser

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 550???

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (13)
Stb/Port Defense: 15 (13)
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: 0

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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

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

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

FORWARD HITS

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

SIDE HITS

1-5 Port/Stb Thrust
6-8 Phase Cannon
9-10 Scrambler
11-18 Structure
19-20 PRIMARY Hit

AFT HITS

1-7 Main Thrust
8-10 Fletchet Gun
11-18 Structure
19-20 PRIMARY Hit

PRIMARY HITS

1-8 Primary Structure
9-10 Jump Engine
11-14 Sensors
15-16 Engine
17-18 Hanger
19 Reactor
20 C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

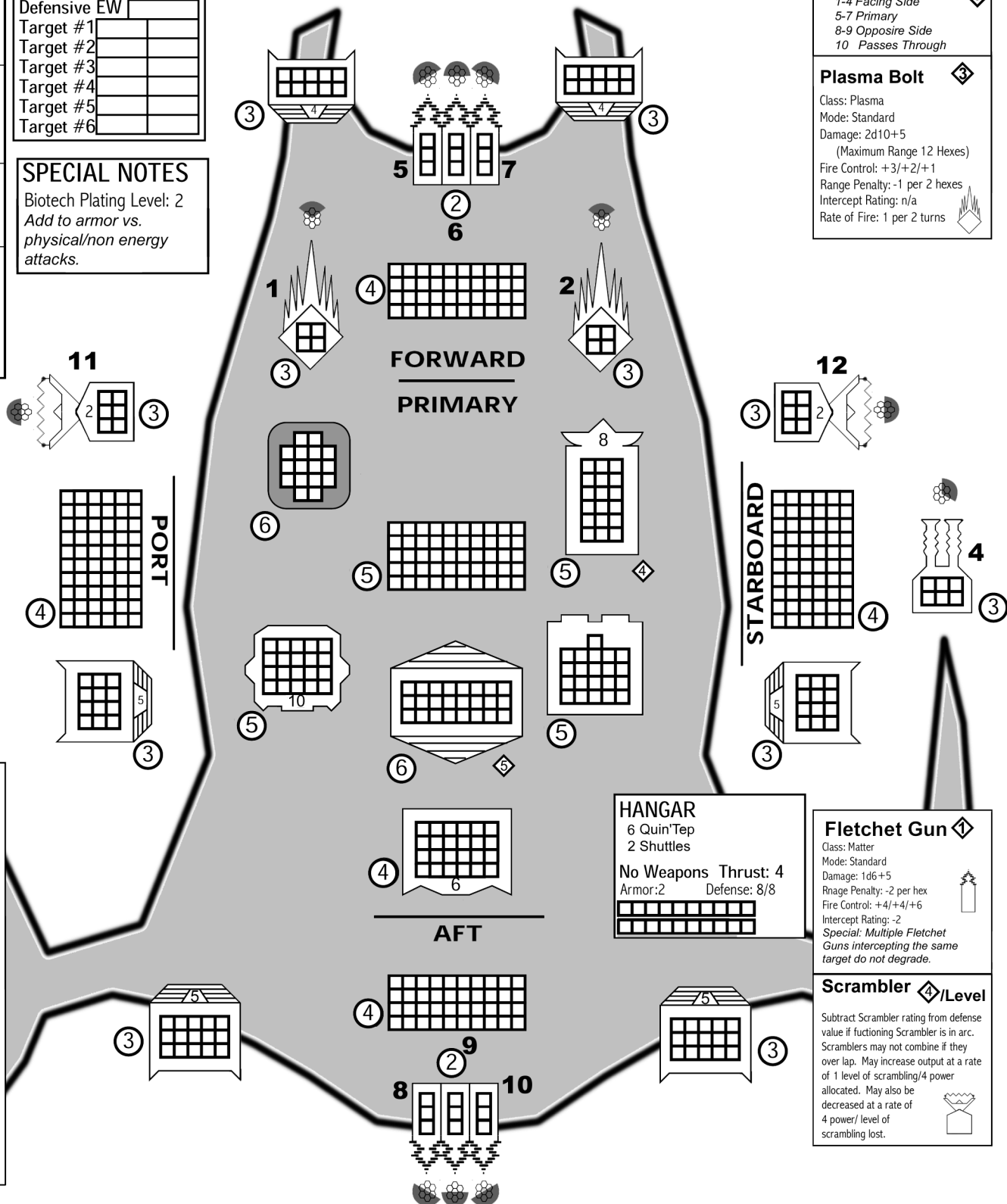
Target #6

SPECIAL NOTES

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

ICON RECOGNITION

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



HANGAR

6 Quin'Tep
2 Shuttles

No Weapons Thrust: 4
Armor: 2 Defense: 8/8

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 /Level

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.