

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



# Drakh Tsarrpont Supply Ship

## SPECS

Class: Capital Ship  
In Service: 2215  
Point Value: 380???

Ramming Factor: 200  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 3/4 x Speed  
Accel/Decel Cost: 4  
Pivot Cost: 3+3  
Roll Cost: 3+3

## COMBAT STATS

Fwd/Aft Defense: 15 (14)  
Stb/Port Defense: 17 (16)  
Engine Efficiency: 4/1  
Entra Power: +4  
Initiative Bonus: +0

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	3	4	5	6	6	7	8	9	9

## 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

### 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 Scrambler  
9-11 Fletcher Gun  
12-18 Structure  
19-20 PRIMARY Hit

## SIDE HITS

1-5 Stb/Port Thrust  
6-8 Phase Cannon  
9-12 Cargo  
13-18 Structure  
19-20 PRIMARY Hit

## AFT HITS

1-6 Main Thrust  
7-9 Scrambler  
10-12 Fletcher Gun  
13-18 Structure  
19-20 PRIMARY Hit

## PRIMARY HITS

1-8 Primary Structure  
9-11 Sensors  
12-13 Hanger  
14-15 Engine  
16-18 Cargo  
19 Reactor  
20 C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

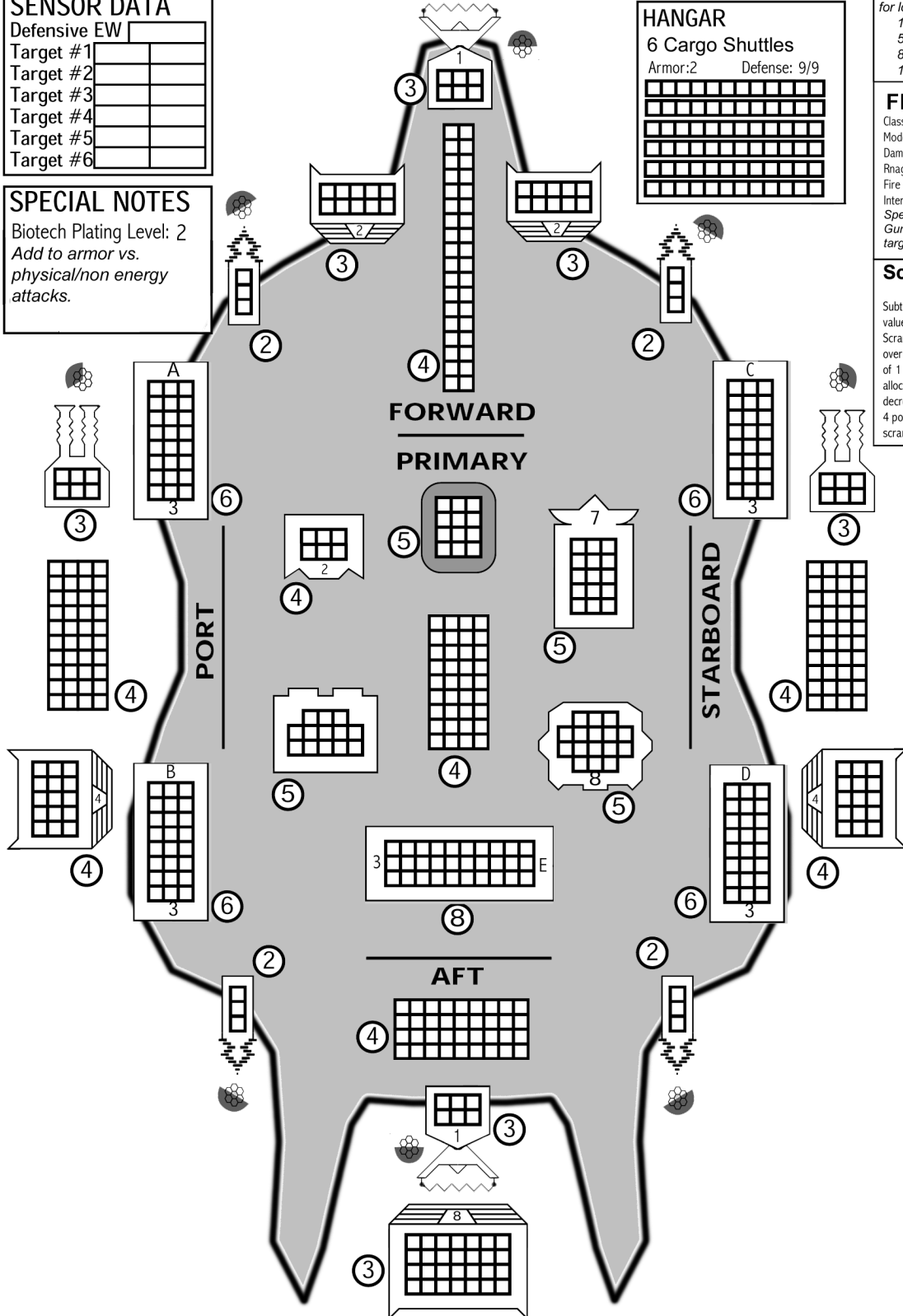
## SPECIAL NOTES

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

## HANGAR

6 Cargo Shuttles

Armor:2 Defense: 9/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Scrambler
- Phase Cannon
- Fletcher Gun