

Name: _____ Counter: _____



Drakh Par'Vime Strike Frigate

SPECS

Class: Medium Ship
In Svc: 2265
Point Value: 675???
Ramming Factor: 65
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 x Speed
Turn Delay: 1/2 x Speed
Accel/Decel Cost: 2 Thrust
Pivot/Jink Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +6
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
Damage: -1d6+2 power
For 1d3 turns
Range Penalty: None
Max Range: 45 Hexes
Fire Control: +4/+4/-3
Intercept Rating: N/A
Rate of Fire 1 per 3 turns
Special: Subtracts power from facing side. If power loss exceeds power on facing side defender chooses where to draw remaining power from.

Phase Cannon

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

FORWARD HITS

1-5: Retro Thrust
6-8: Energy Tap
9-11: Phase Cannon
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Port/Stb Thruster
11-13: Sensors
14-15: Engine
16-17: Hanger
18: Scrambler
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

Enhanced Armor
Gravitic Drive System

HANGAR

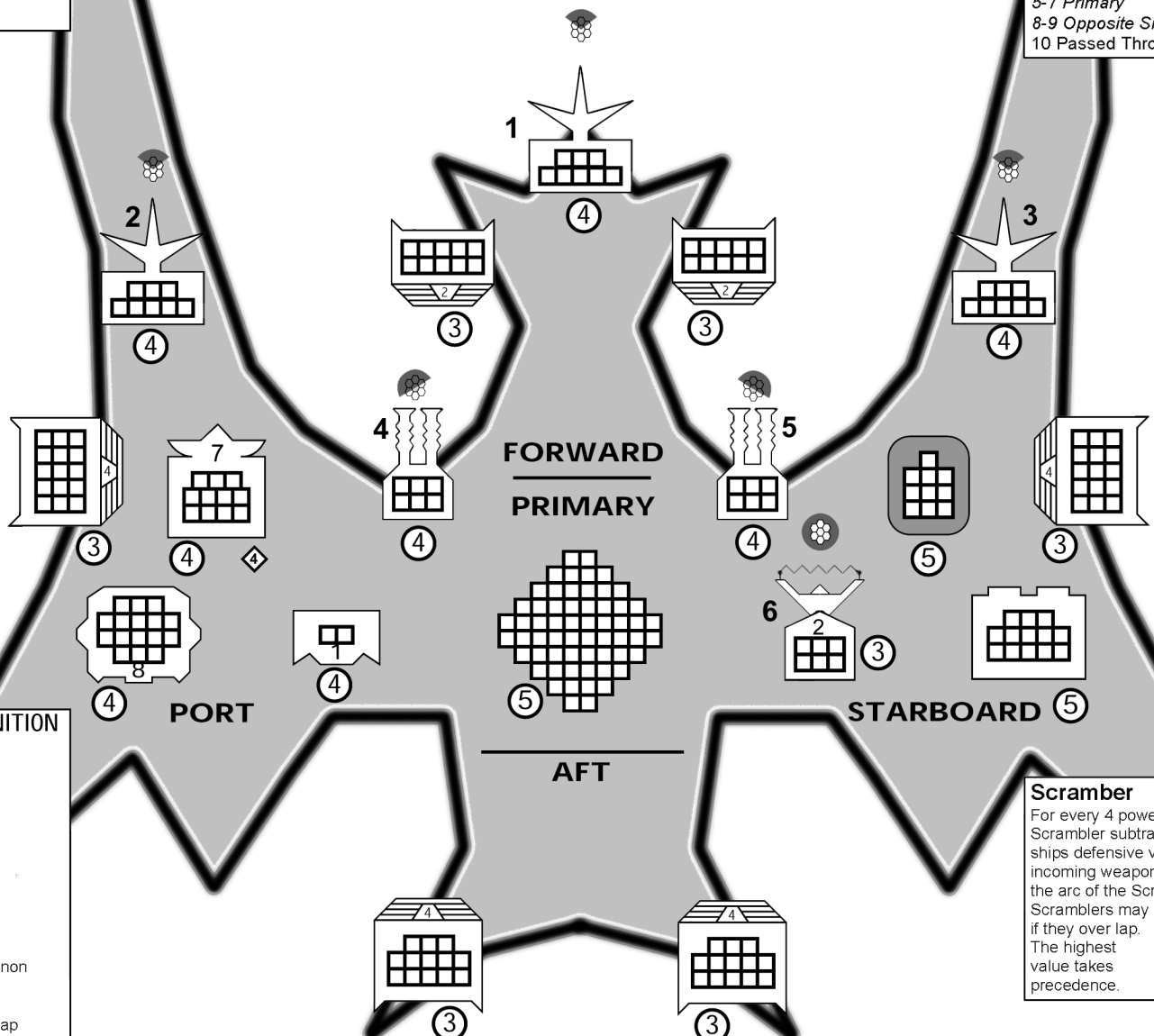
0 Fighters
2 Shuttles

No Weapons Thrust: 4

Armor:2 Defense: 8/8

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Phase Cannon
- Energy Tap
- Scrambler



Scrambler

For every 4 power placed in Scrambler subtract 1 from ships defensive value vs. all incoming weapons fire with in the arc of the Scrambler. Scramblers may not combine if they over lap. The highest value takes precedence.