

Name: _____ Counter: _____

Drakh Pi'Naht Command Cruiser

SPECS

Class: Capital Ship
In Svc: 2267
Point Value: 1800???
Ramming Factor: 480
Jump Delay: 20

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: +8
Initiative Bonus: +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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Light Molecular Slicer Beam

Class: Molecular
Mode: Raking
Dmg 1 Turn: 4d10+4
Dmg 2 Turns: 6d10+6
Dmg 3 Turns: 8d10+8
Range Penalty: -1 per 3 Hexes
Fire Control: +6/+4/+2
Intercept Rating: N/A
Rate of Fire 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable

Distruption Pulsar

Class: Molecular
Mode: Standard
Damage: 15 d5 times
Maximum Pulses: 7
Group Rating: +1 per 4
Range Penalty: -1 per 2 Hexes
Fire Control: +4/+4/+2
Intercept Rating: -1
Rate of Fire 1 per 3 turns
Special: Reduces Armor see rules. Can Fire will smaller charge 1 turn - 1d2 pulses Max - 2 2 turn - 1d3 pulses Max - 4

SPECIAL NOTES

Enhanced Armor
Gravitic Drive System
Tactical Sensors:
May place 3 points of Initiative after all Initiatives are announced

Medium Phasing Pulse Cannon

Class: Molecular
Mode: Standard
Damage: 13 d5 Times
Maximum Pulses: 6
Group Rating: +1 per 3
Range Penalty: -1 per Hex
Fire Control: +6/+4/+2
Intercept Rating: -3
Rate of Fire 1 per 2 turns
Special: Ignores Shields.

Light Phasing Pulse Cannon

Class: Molecular
Mode: Standard
Damage: 10 d5 Times
Maximum Pulses: 6
Group Rating: +1 per 3
Range Penalty: -2 per Hex
Fire Control: +3/+3/+6
Intercept Rating: -3
Rate of Fire 1 per turn
Special: Ignores Shields

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.



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.



FORWARD HITS

1-4: Retro Thrust
5-6: Disruption Pulsar
7-9: Energy Tap
10-11: Lt. Phasing Pulse Cannon
12-18: Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thruster
6-7: Scrambler
8-9: Molecular Slicer
10-11: Phase Cannon
12-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Drive
9-10: Med. Phasing Pulse Cannon
11-12: Lt. Phasing Pulse Cannon
13-18: Structure
19-20: PRIMARY Hit

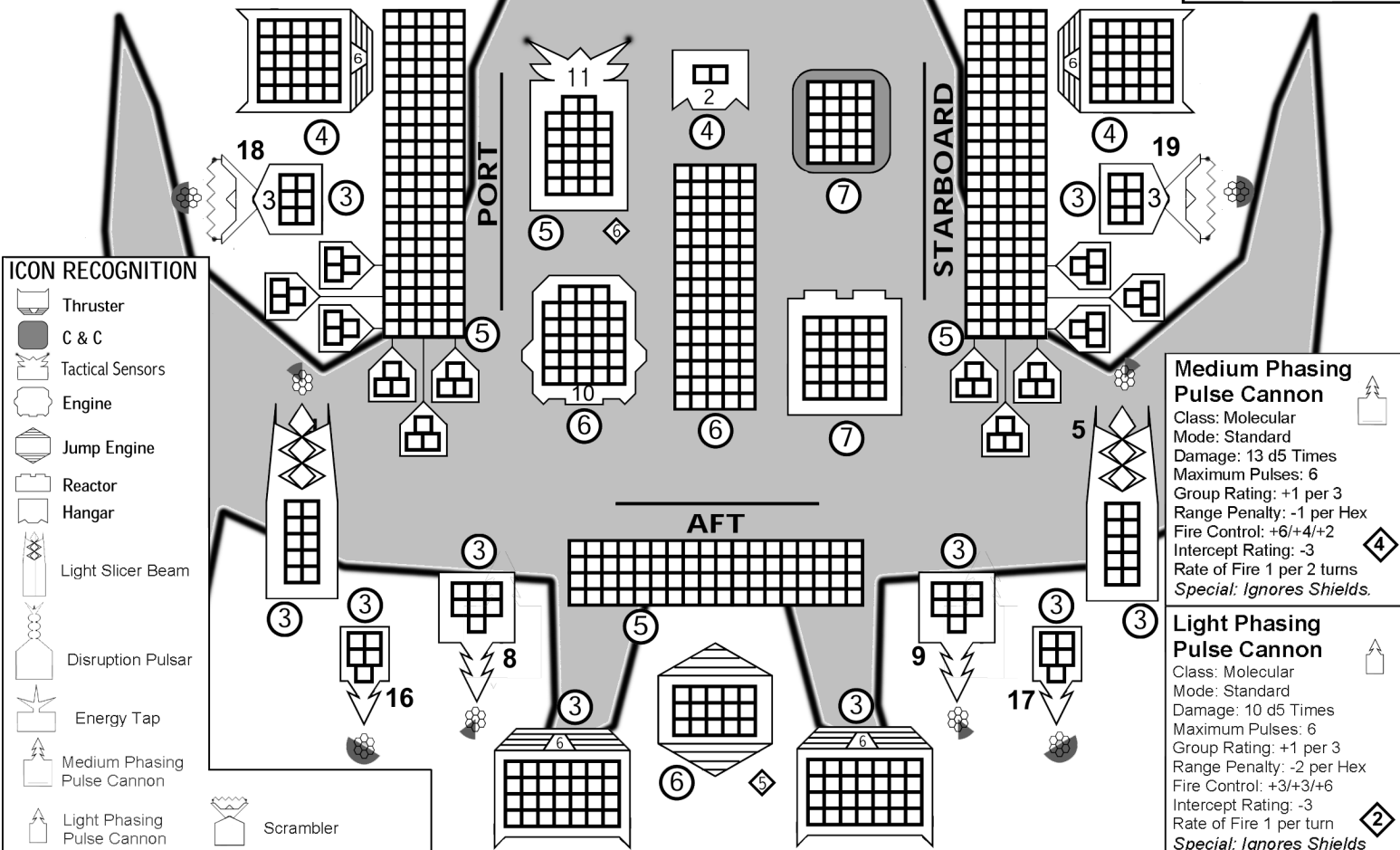
PRIMARY HITS

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	



ICON RECOGNITION

- Thrustor
- C & C
- Tactical Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Light Slicer Beam
- Disruption Pulsar
- Energy Tap
- Medium Phasing Pulse Cannon
- Light Phasing Pulse Cannon
- Scrambler