

Drakh Quin'Tep Gunboats (4)

SPECS

Class: Lt. Combat Vsl.
In Svc: 2225
Point Value: 300???
Ramming Factor: 42
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 x Speed
Turn Delay: 1/4 x Speed
Accel/Decel Cost: 2 Thrust
Pivot/Jink Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 10
Engine Efficiency: 2/1
Extra Power: +4
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

WEAPON DATA

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

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.

HIT LOCATIONS

1-10: Structure
11-12: Disruption Pulsar
13-14: Scrambler
15-16: Drive
17-18: Reactor
19-20: Control

SPECIAL NOTES

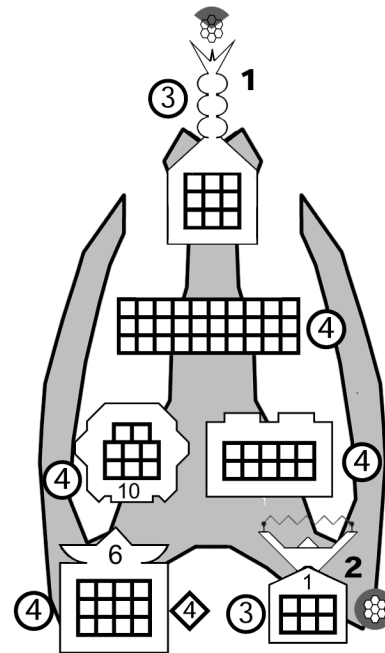
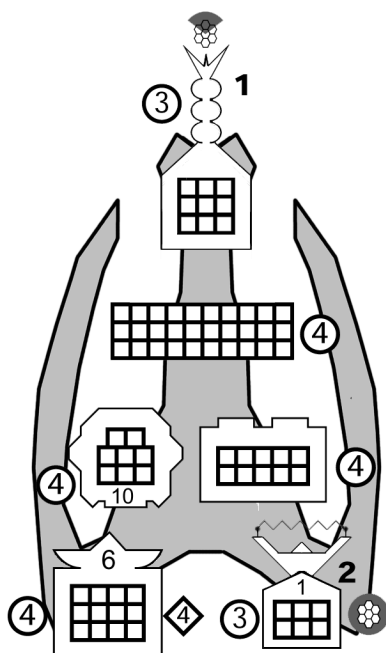
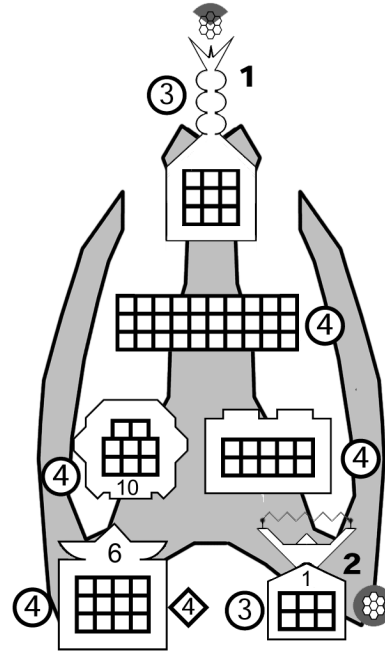
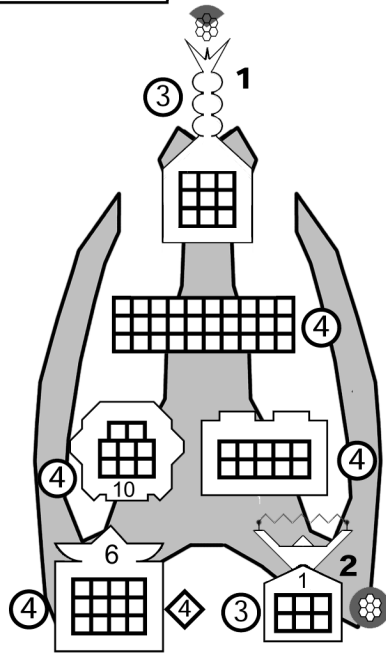
Agile Ship
Atmospheric Capable
Enhanced Armor

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

LCV SUMMARY

Enemy weapons use the medium ship fire control rating to hit LCVs
Has only one hit location chart
Enemy called shots can be used on weapons only
Drive system applies thrust to any direction as needed
Control system provides all sensors and C&C abilities
Basic initiative bonus of +14
Can jink up to 4 levels using the pivot cost per level
Loss of reactor does not automatically destroy ship
Only one breaching pod can attach at a time
Does not use shuttles



ICON RECOGNITION

