

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



# Drakh Rarriec Jump Cruiser

## SPECS

Class: Capital Ship  
In Svc: 2195  
Point Value: 600???  
Ramming Factor: 200  
Jump Delay: 15

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +8  
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	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### 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

### 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.*

## FORWARD HITS

1-4: Retro Thrust  
5-7: Med. Phasing Pulse Cannon  
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  
9-11: Jump Engine  
12-15: Sensors  
16-17: Engine  
18: Hanger  
19: Reactor  
20: C&C

## SENSOR DATA

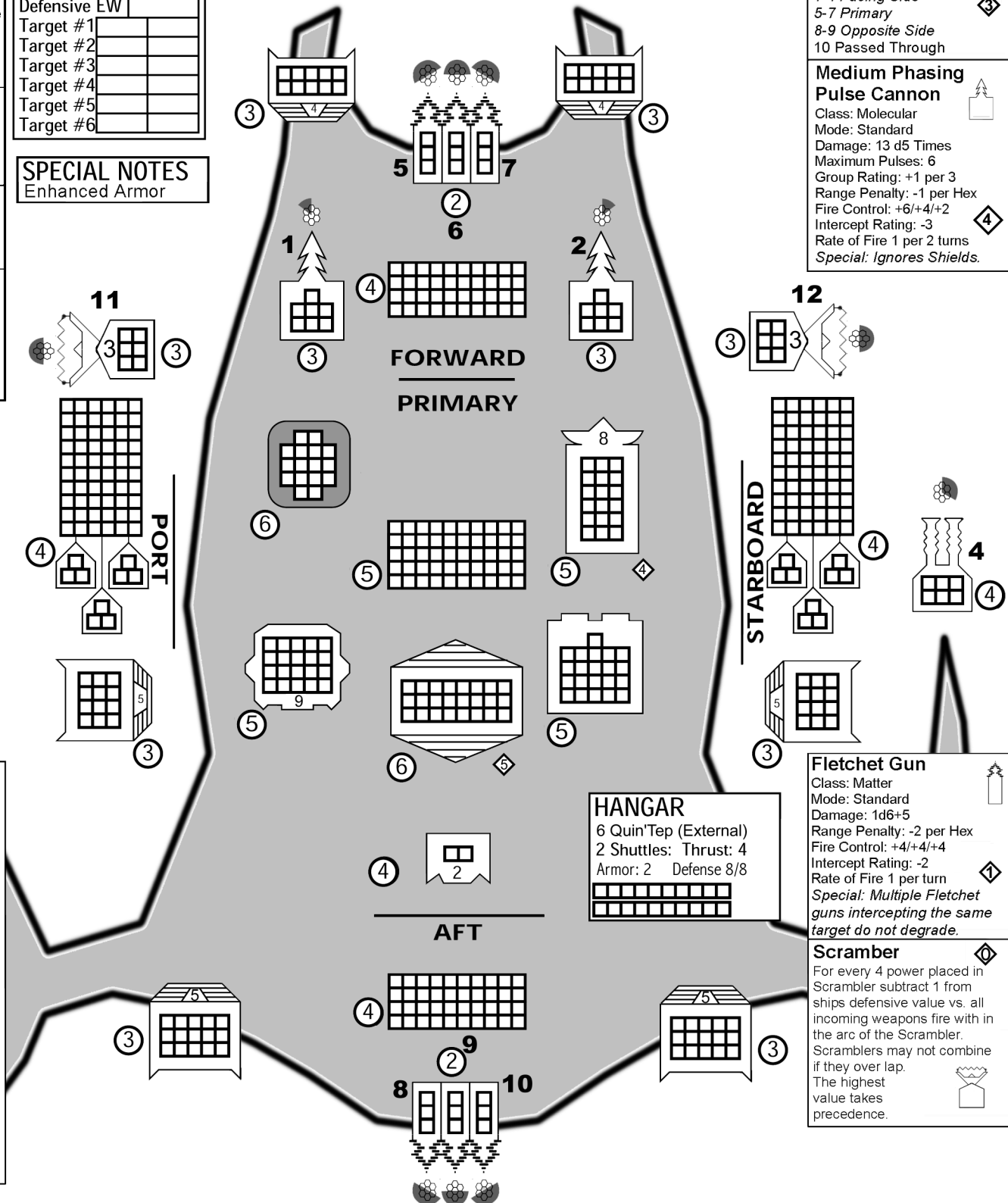
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## SPECIAL NOTES

Enhanced Armor

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Phase Cannon
- Medium Phasing Pulse Cannon
- Fletchet Gun
- Scrambler



## HANGAR

6 Quin'Tep (External)  
2 Shuttles: 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/+4  
Intercept Rating: -2  
Rate of Fire 1 per turn  
*Special: Multiple Fletchet guns intercepting the same target do not degrade.*

## 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.