

Name: _____ Counter: _____



Drakh Rep'Rwol Patrol Ship

SPECS

Class: Medium Ship
In Svc: 2180
Point Value: 425???
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +4
Initiative Bonus: +12

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	2	2	3	3	4	4	5	5	6	6

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

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

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.

Fletcher 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 Fletcher guns intercepting the same target do not degrade.

FORWARD HITS

1-5: Retro Thrust
6-7: Phase Cannon
8-10: Lt. Phased Pulse Cannon
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Lt. Phased Pulse Cannon
11-17: 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

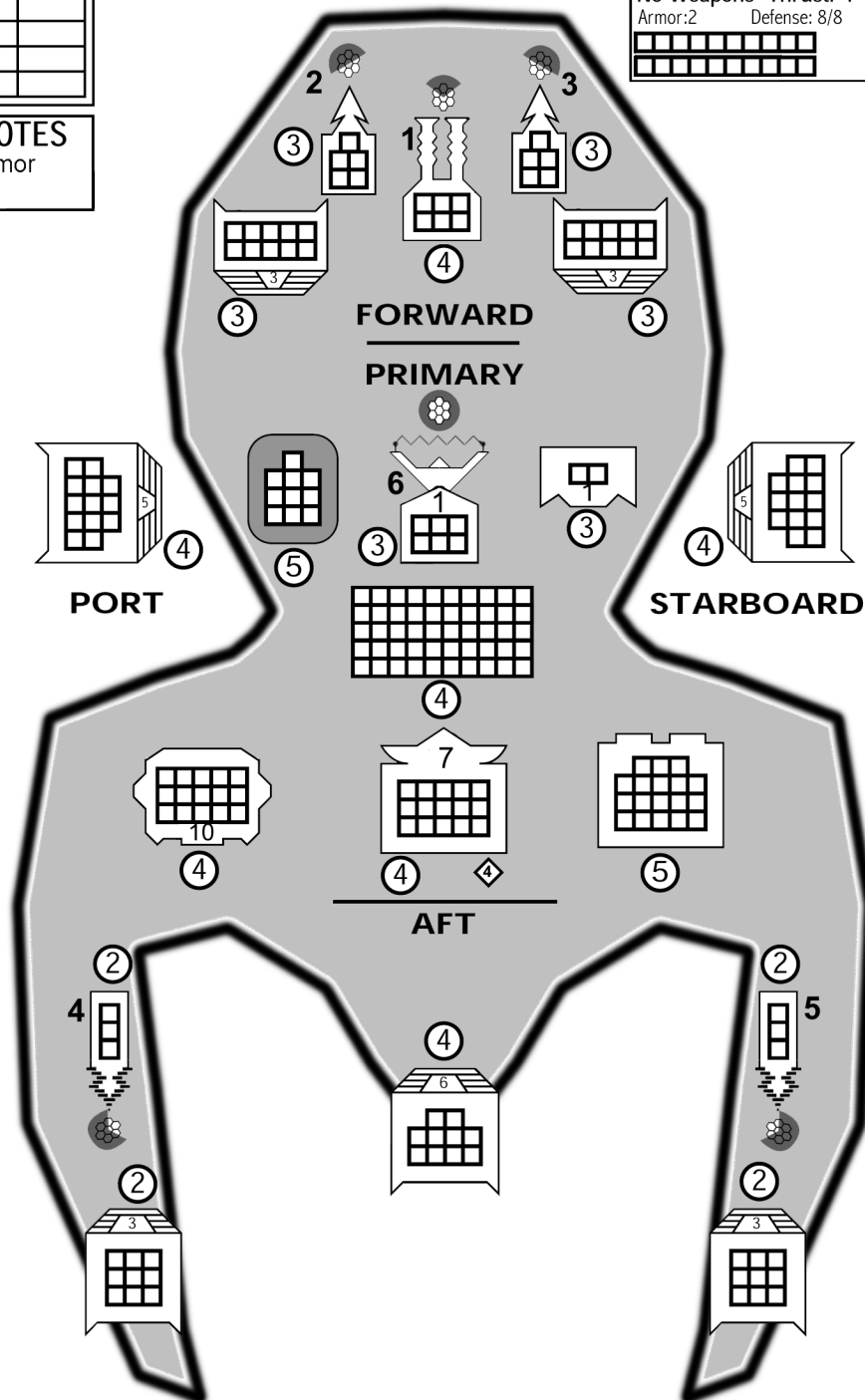
SPECIAL NOTES

Enhanced Armor
Agile Ship

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
- Light Phasing Pulse Cannon
- Scrambler
- Fletcher Gun