

Name: _____ Counter: _____



Drakh Tri'Pek Attack Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy. Combat Vsl. In Svc: 2202 Point Value: 675???	Turn Cost: 2/3 x Speed Turn Delay: 2/3 x Speed Accel/Decel Cost: 3 Thrust Pivot/Jink Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 15 Stb/Port Defense: 16 Engine Efficiency: 3/1 Extra Power: +8 Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 3 4 5 6 6 7 8 9 9	
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9	

WEAPON DATA

Distuption 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

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.

FORWARD HITS
1-4: Retro Thrust
5-6: Disruption Pulsar
7-9: Lt. Phasing Pulse Cannon
10-11: Scrambler
12-18: Structure
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-7: Lt. Phasing Pulse Cannon
8-9: Phase Cannon
10-11: Scrambler
12-18: Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Structure
10-12: Port/Stb. Thruster
13-14: Sensors
15-16: Engine
17-18: Hanger
19: Reactor
20: C&C

SPECIAL NOTES
Enhanced Armor

SENSOR DATA

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

HANGAR
 0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 2 Defense 8/8

ICON RECOGNITION

	Thrustor
	C & C
	Sensors
	Engine
	Scrambler
	Reactor
	Hangar
	Distuption Pulsar
	Phase Cannon
	Light Phasing Pulse Cannon

