

Name: _____ Counter: _____



Drakh Tsarrpont Supply Ship

SPECS

Class: Capital Ship
In Svc: 2150
Point Value: 380???
Ramming Factor: 170
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +4
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	3	3	4	5	6	6	7	8	9	9

WEAPON DATA

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

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.

Scrambler

For every 4 power placed in Scrambler subtract 1 from ships defensive value vs. all incoming weapons fire within the arc of the Scrambler. Scramblers may not combine if they overlap. The highest value takes precedence.

FORWARD HITS

1-5: Retro Thrust
6-8: Scrambler
9-11: Fletcher Gun
12-18: Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Lt. Phased Pulse Cannon
9-12: Cargo
13-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Scrambler
10-12: Fletcher Gun
13-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Sensors
12-13: Hangar
14-15: Engine
16-18: Cargo
19: Reactor
20: C&C

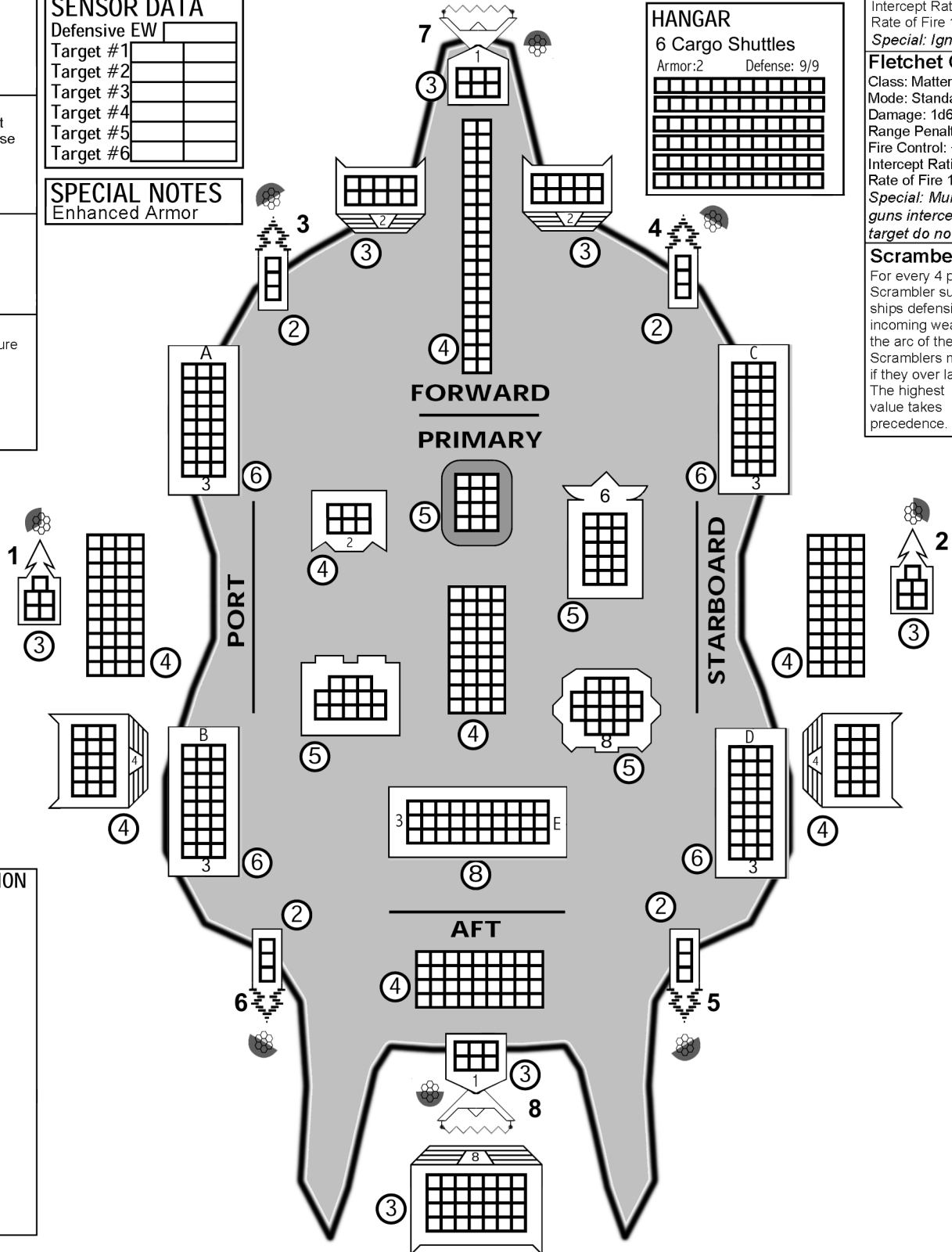
SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Enhanced Armor



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Phasing Pulse Cannon
- Fletcher Gun
- Scrambler