

Name: _____ Counter: _____



Drakh Tri'Pek Attack Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2230
Point Value: 750???

Ramming Factor: 145
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (13)
Stb/Port Defense: 17 (15)
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +6

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

WEAPON DATA

Energy Tap

Class: Ballistic - Electromagnetic
Mode: Standard
Damage: -1d10+2 power 1d3 turn
Range Penalty: None
Max Range: 50 hexes
Fire Control: +6/+4/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Subtracts 1d10+2 power from facing side. If damage exceeds power on facing side, opponent chooses which additional systems are shut down.

Scrambler 4/Level

Subtract Scrambler rating from defense value if functioning Scrambler is in arc. Scramblers may not combine if they over lap. May increase output at a rate of 1 level of scrambling/4 power allocated. May also be decreased at a rate of 4 power/level of scrambling lost.

Disruption Pulsar

Class: Molecular
Mode: Standard
Damage:
1 Charge: 12 1d5 Times
2 Charge: 15 1d5 Times
Maximum Pulses: 6
Grouping Rating: +1 per 3
Range Penalty: -1/2 hexes
Fire Control: +4/+2/+2
Intercept Rating: -2
Rate of Fire: 1 per turn (1 charge/turn)
Special: Armor Reduction see description

Phase Cannon

Class: Matter
Mode: Standard
Damage: 2d6+2
Range Penalty: -1 per hex
Fire Control: +4/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Phased - roll for location:
1-4 Facing Side
5-7 Primary
8-9 Opposite Side
10 Passes Through

FORWARD HITS

1-4 Retro Thrust
5-6 Energy Tap
7-9 Disruption Pulsar
10-11 Scrambler
12-18 Structure
19-20 PRIMARY Hit

AFT HITS

1-5 Main Thrust
6-7 Scrambler
8-10 Phase Cannon
11-18 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

Biotech Plating Level: 1
Add to armor vs. physical/non energy attacks.

SENSOR DATA

Defensive EW

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

ICON RECOGNITION

