

# Drazi Merlin Frigate

## SPECS

Class: **Medium Ship**  
 In Service: **2000**  
 Point Value: **315**  
 Ramming Value: **40**  
 Jump Delay: **N/A**

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: **11**  
 Stb/Port Defense: **11**  
 Engine Efficiency: **2/1**  
 Extra Power: **+0**  
 Initiative Bonus: **+14**

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	1	1	2	2	2	3	3	3	4	4	4

## HANGAR

0 Fighters  
 1 Shuttle: Thrust: 4  
 Armor: 0 Defense: 9/10

## WEAPON DATA

### Lt Particle Cannon

Class: Particle  
 Modes: Raking  
 Damage: 2d10+8  
 Range Penalty: -1 per hex  
 Fire Control: +4/+2/+0  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

### Standard Particle Beam

Class: Particle  
 Modes: Standard  
 Damage: 1d10+6  
 Range Penalty: -1 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

### Med. Plasma Cannon

Class: Plasma  
 Modes: Standard  
 Dmg: 3d10+4 (-1 per 2 hexes)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## FORWARD HITS

1-5: Retro Thrust  
 6-7: Lt. Part Cannon/Med Plasma  
 8-10: Std. Particle Beam  
 11-17: Structure  
 18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
 9-17: Structure  
 18-20: PRIMARY Hit

## PRIMARY HITS

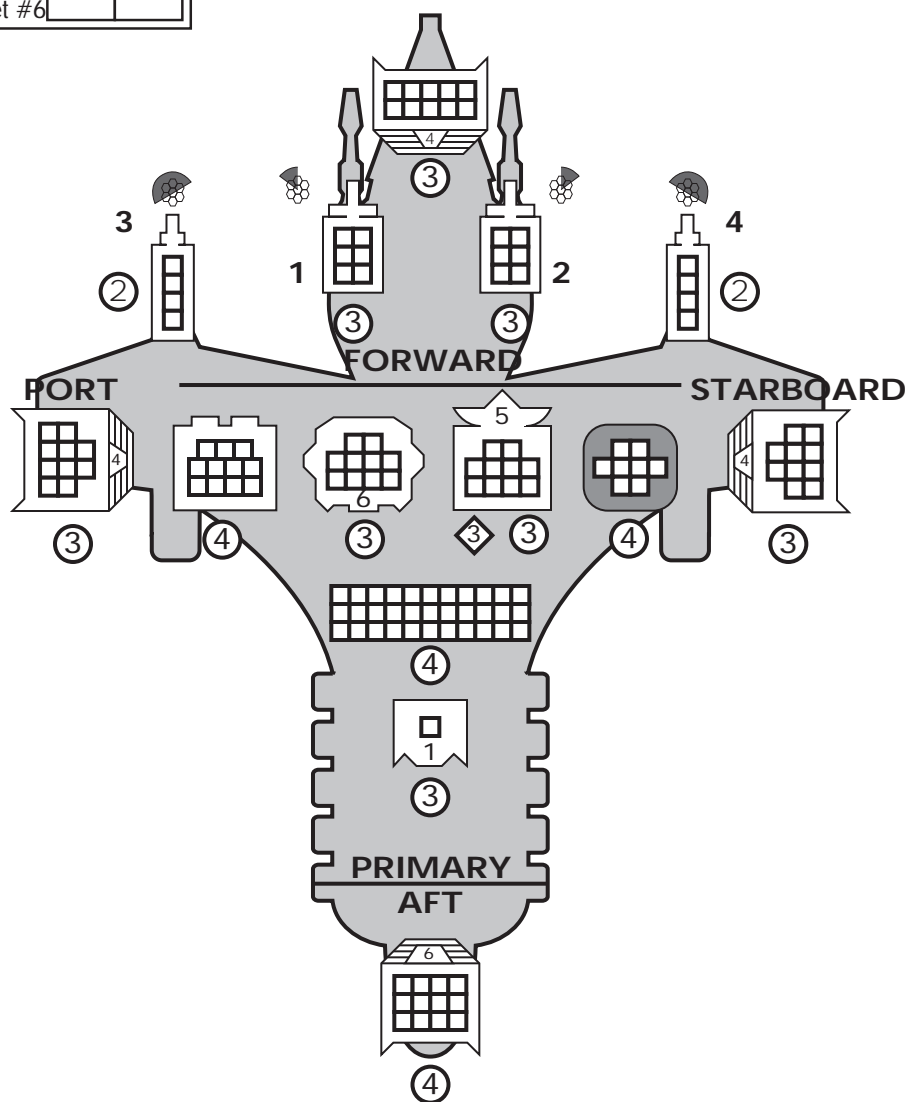
1-8: Port/Stb Thrust  
 9-11: Sensors  
 12-14: Engine  
 15-16: Hangar  
 17-18: Reactor  
 19-20: C & C

## SPECIAL NOTES

### Agile Ship

## SENSOR DATA

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt. Particle Cannon
- Std Particle Beam

## Early Merlin

From 1938-1999, the Merlin was equipped with plasma based weapons rather than particle weapons as shown on the SCS. For scenarios played before 2000 make the following changes.

1. Replace Lt. Particle Cannons 1 and 2 with Med Plasma Cannons 1 and 2.
2. Reduce the Sensor Rating from 5 to 4.

