

## Merlin Variant (Uncommon)

Version 1: 2E/V6

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Drazi Swift Escort Frigate

## SPECS

Class: Medium Ship  
In Service: 2001  
Point Value: 310  
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: +2  
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

## FORWARD HITS

1-5: Retro Thrust  
6-7: Particle Repeater  
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	

## HANGAR

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



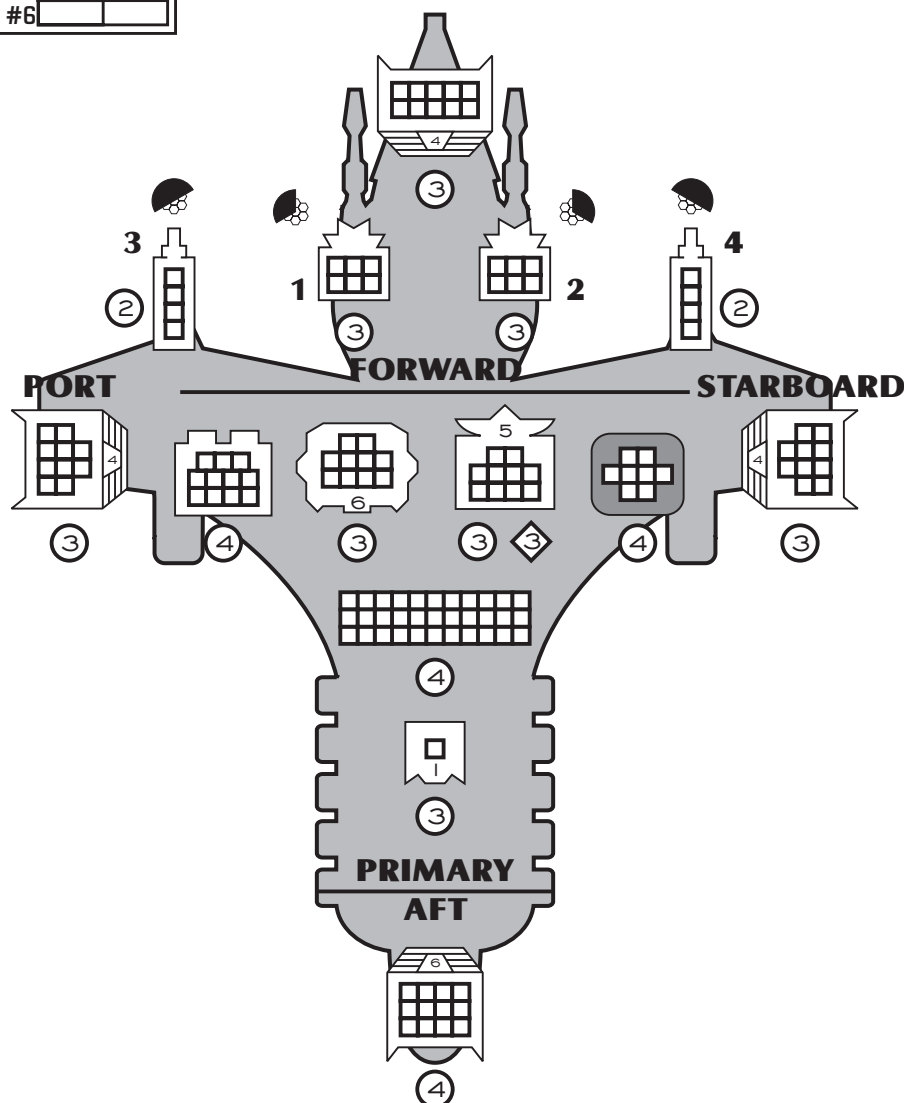
## WEAPON DATA

### 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

### Repeater Gun

Class: Particle  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/+2  
Intercept Rating: -1 per shot  
Rate of Fire: 1 or more per turn



## ICON RECOGNITION

