



# Raider Drake Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: 2246	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 1/1
Ramming Factor: 50	Pivot Cost: 1 Thrust	Extra Power: +4
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +13
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Medium Pulse Cannon	
Class: Particle	
Mode: Pulse	③
Damage: 10 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

FORWARD HITS
1-5:Retro Thrust
6-9:Pulse Cannon
10-17:Structure
18-20:PRIMARY Hit

  

AFT HITS
1-6:Main Thrust
7: Med Pulse Cannon
8-10:Twin Array
11-17:Structure
18-20:PRIMARY Hit

  

PRIMARY HITS
1-10:Port/Stb Thrust
11-13:Sensors
14-16:Engine
17:Hangar
18-19:Reactor
20:C & C

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

**SPECIAL NOTES**  
Agile Ship

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 5	
Armor: 0 Defense: 9/10	
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Twin Array	
Class: Particle	
Mode: Standard	②
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	

ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Med Pulse Cannon
	Twin Array

