

Raider Drake Frigate

SPECS

Class: Medium Ship
In Service: 2246
Point Value: 325
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 1/1
Extra Power: +4
Initiative Bonus: +13

WEAPON DATA

Medium Pulse Cannon
Class: Particle
Mode: Pulse
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

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

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

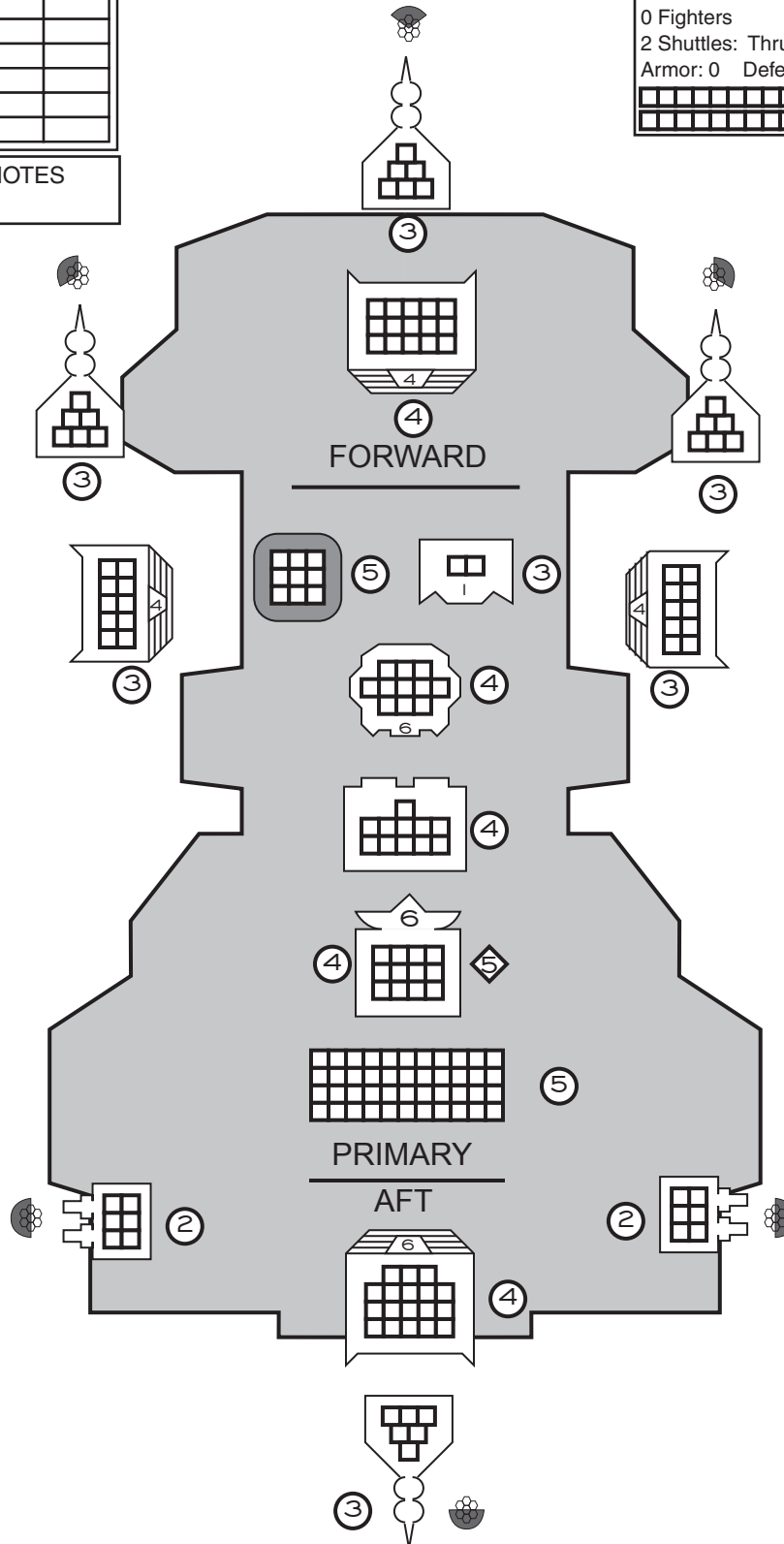
Agile Ship

HANGAR









0 Fighters

2 Shuttles: Thrust: 5

Armor: 0 Defense: 9/10



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Med Pulse Cannon
-  Twin Array