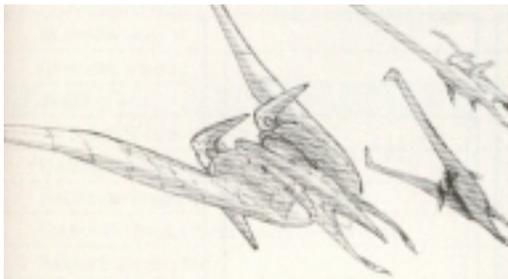


# Patrol Ship Variant (Uncommon)

Version Rom-1

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

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



## Drakh Scout Ship

SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 12 (11)	
In Service: 2227		Turn Delay: 1/3 Speed		Stb/Port Defense: 13 (12)	
Point Value: 750		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 60		Pivot Cost: 1+1 Thrust		Extra Power: 0	
Jump Delay: N/A		Roll Cost: 1+1 Thrust		Initiative Bonus: +12	
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				

### WEAPON DATA

**Medium Polarity Pulsar**  
 Class: Molecular  
 Mode: Pulse  
 Damage: 12 1d4 Times  
 Maximum Pulses: 5  
 Grouping Range: +1 per 3  
 Range Penalty: -1 per hex  
 Fire Control: +4/+3/+2  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

### Light Polarity Pulsar

Class: Molecular  
 Mode: Pulse  
 Damage: 10 1d5 Times  
 Maximum Pulses: 6  
 Grouping Range: +1 per 3  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

### Lt. Phase Disruptor

Class: Molecular  
 Mode: Raking (3d6)  
 Damage: 6d6  
 Range Penalty: -1 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -1  
 Rate of Fire: 1 per turn  
**Special:** Scores each 3d6 as a separate sub-volley. May be divided into multiple attacks on different targets. See rules.

### Lt. Deflector Field

Subtract Field Factor from incoming chance to hit and add it to range for enemy range penalty calculation. Fields don't combine. Signature rating shown in parenthesis ( ) indicates value with field active. See rules.

### FORWARD HITS

- 1-5: Retro Thruster
- 6-7: Hvy. Polarity Pulsar
- 8-10: Phase Disruptor
- 11: Deflector Field
- 12-17: Structure
- 18-20: PRIMARY Hit

### SPECIAL NOTES

- Atmospheric Capable
- Enhanced Armor
- ELINT Ship
- Gravitic Drive System

### AFT HITS

- 1-7: Main Thruster
- 8-9: Lt. Polarity Pulsar
- 10: Deflector Field
- 11-17: Structure
- 18-20: PRIMARY Hit

### SENSOR DATA 12

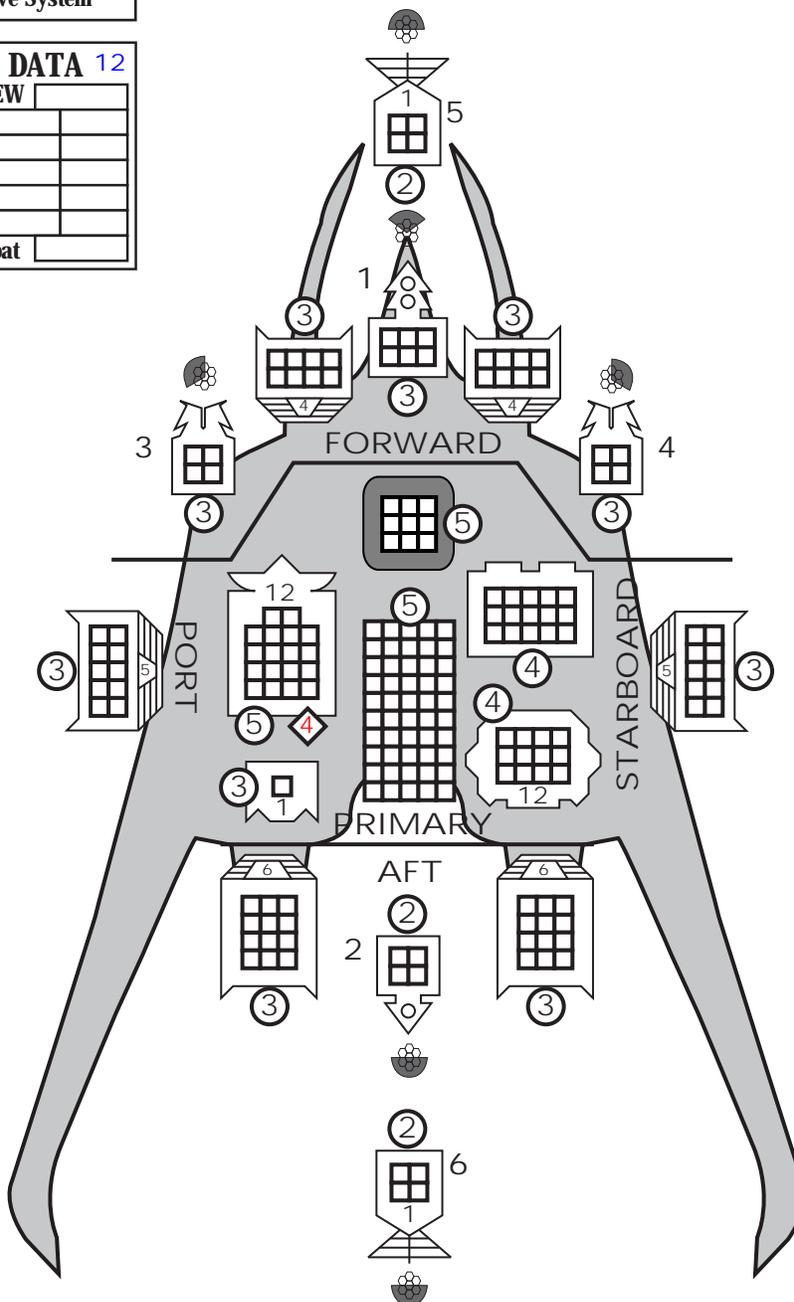
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	

### PRIMARY HITS

- 1-9: Port/Stb Thruster
- 10-13: Sensors
- 14-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

### HANGAR

1 Drakh Shuttle



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Ext. LCV Rail