



# Drakh Raider

## SPECS

Class: Lt Combat Vsl  
 In Service: 2225  
 Point Value: 350 each  
 Ramming Factor: 35  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 Speed  
 Turn Delay: 1/4 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2 Thrust  
 Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 10 (9)  
 Sth/Port Defense: 11 (10)  
 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	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

## WEAPON DATA

**Phase Disruptor**   
 Class: Molecular  
 Mode: Raking (3d6)  
 Damage: 9d6  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +6/+4/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
**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. Defense ratings shown in parenthesis () indicates value with field active. See rules. 

## HIT LOCATIONS

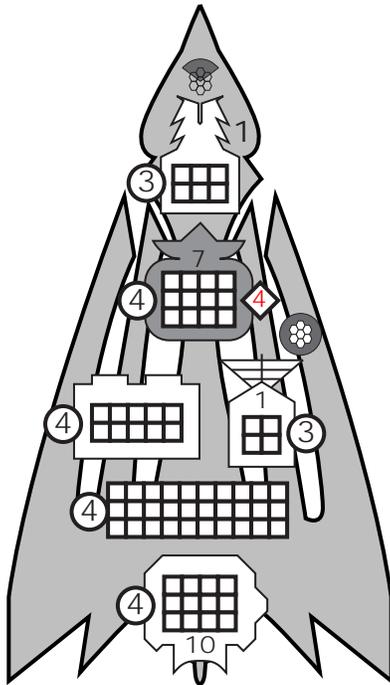
- 1-10: Structure
- 11-12: Phase Disruptor
- 13-14: Deflector Field
- 15-16: Drive
- 17-18: Reactor
- 19-20: Control

## SPECIAL NOTES

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

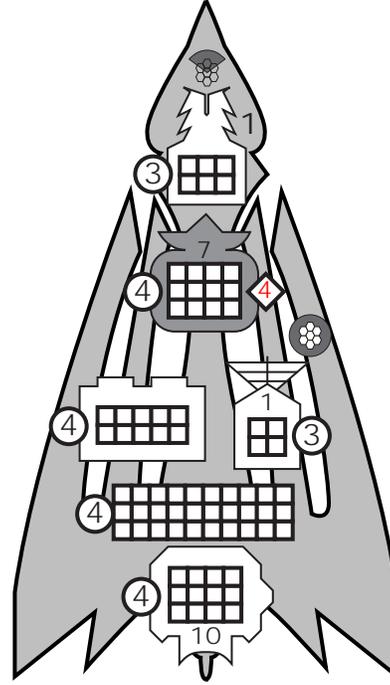
## SENSOR DATA 7

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



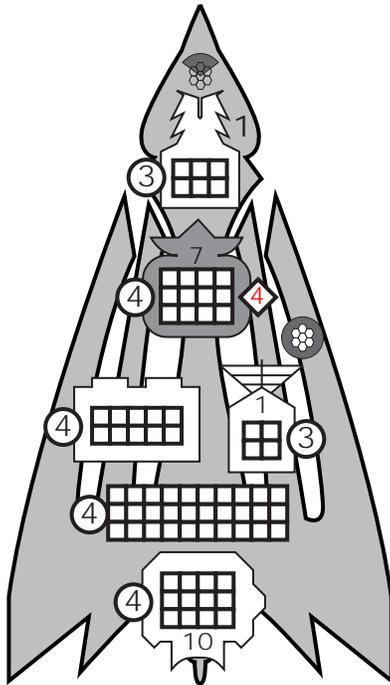
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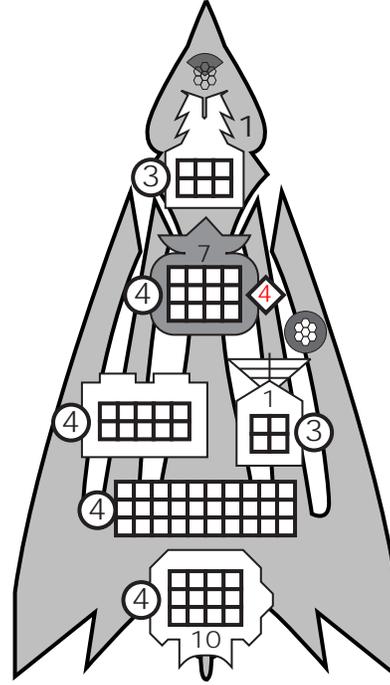
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## ICON RECOGNITION

-  Control
-  Drive
-  Reactor