

Gaim Draskar Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2256
Point Value: 450
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +4
Initiative Bonus: +6

WEAPON DATA

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
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

SIDE HITS

1-4: Port/Stb Thrust
5-8: Twin Array
9-10: Packet Torpedo
11-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Fwd/Aft Thrust
12: Twin Array #7
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

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Target #1

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Target #2

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Target #3

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Target #4

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Target #5

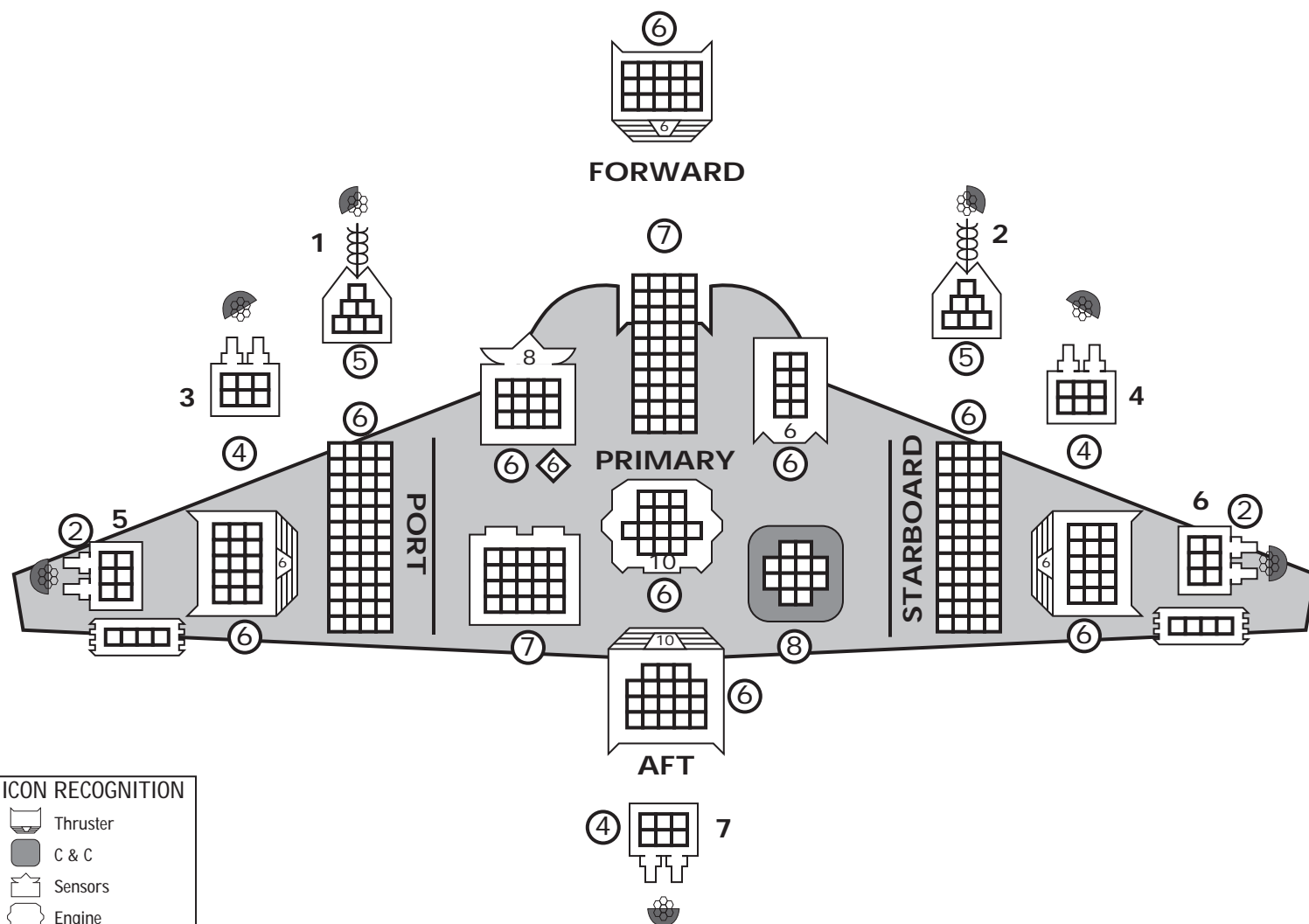
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Target #6

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HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Packet Torpedo
- Bulkhead