Version 1: 2E/E1

Name: _____ Counter: _____

# Ragalthan Okreah Patrol Cruiser

THE ESCALATION WARS

## SPECS
Class: Hvy Combat Vsl
In Service: 1800
Point Value: 830
Ramming Factor: 240
Jump Delay: 30 Turns

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

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Turn Cost | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |
| Turn Delay | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

## HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 13/10

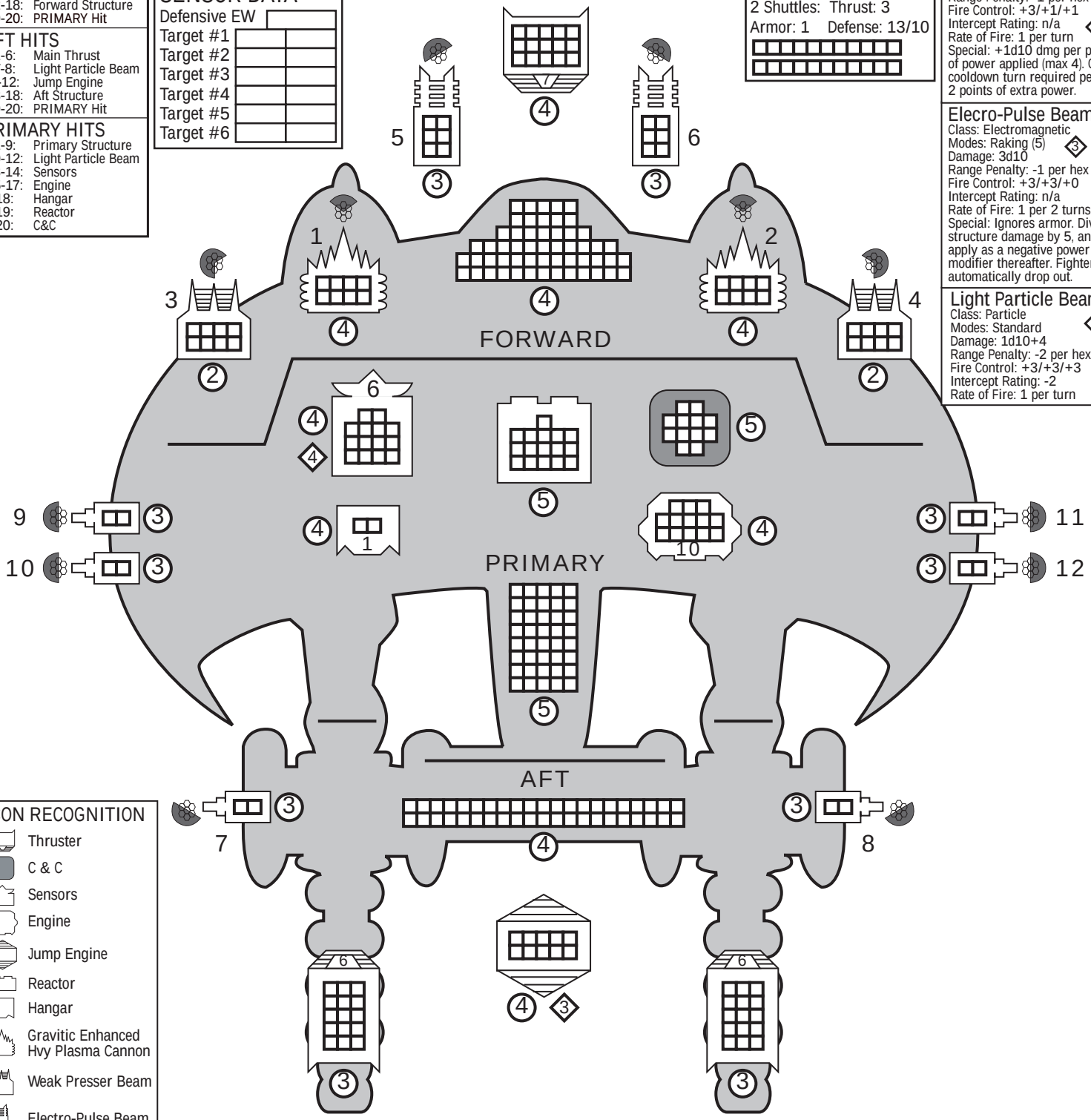
## FORWARD HITS
1-4: Retro Thrust
5-7: Hvy Plasma Cannon
8-9: Electro-Pulse Beam
10-11: Weak Presser Beam
12-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-6: Main Thrust
7-8: Light Particle Beam
9-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-9: Primary Structure
10-12: Light Particle Beam
13-14: Sensors
15-17: Engine
18: Hangar
19: Reactor
20: C&C

## SPECIAL NOTES
Hybrid Gravitic Drive

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




## WEAPON DATA

### Gravitic Enhanced Hvy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+10 (-1 per 3 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

### Weak Presser Beam
Class: Gravitic
Modes: Raking
Damage: 1d10
Range Penalty: -1 per hex
Fire Control: +3/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: +1d10 dmg per point of power applied (max 4). One cooldown turn required per 2 points of extra power.

### Elecro-Pulse Beam
Class: Electromagnetic
Modes: Raking (5)
Damage: 3d10
Range Penalty: -1 per hex
Fire Control: +3/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor. Divide structure damage by 5, and apply as a negative power modifier thereafter. Fighters automatically drop out.

### Light Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Gravitic Enhanced Hvy Plasma Cannon
- Weak Presser Beam
- Electro-Pulse Beam
- Light Particle Beam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