



Version Rom-1

Name: _____ Counter: _____



Drakh Mothership

SPECS

Class: Enormous Ship
In Service: 2241
Point Value: (3000)
Ramming Factor: 1020
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 3 × Speed
Turn Delay: 3 × Speed
Accel/Decel Cost: 18 Thrust
Pivot Cost: n/a
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 23 (20)
Sth/Port Defense: 25 (22)
Engine Efficiency: 10/1
Extra Power: 0
Initiative Penalty: -6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	6	9	12	15	18	21	24	27	30	33	36
Turn Delay	3	6	9	12	15	18	21	24	27	30	33	36

WEAPON DATA

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

Hvy. Deflector Field
Subtract Field Factor from incoming chance to hit. Fields do not combine. See rules. Signature rating shown in parenthesis () indicates value with field active.

Tractor Beam
Captures smaller target unit; Power cost to capture equals RammingFactor/4 for ships and speed difference plus target thrust for Fighters and Shuttles. See Rules.

ELINT Array
Can only be used for ELINT Functions with targets in arc. Cannot combine with other ELINT Arrays. See Rules.

FORWARD HITS

1-5: Retro Thruster
6-9: Light Polarity Pulsar
10-11: Deflector Field
12-13: ELINT Array
14-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thruster
5-6: Deflector Field
7-8: Cargo A/B
9-13: Docking Bays
14-18: Port/Sth Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thruster
8-9: Light Polarity Pulsar
10-11: Deflector Field
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Structure
6-7: Tractor Beam
8-9: Cargo C
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Enhanced Armor
Gravitic Drive System

SENSOR DATA 10

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

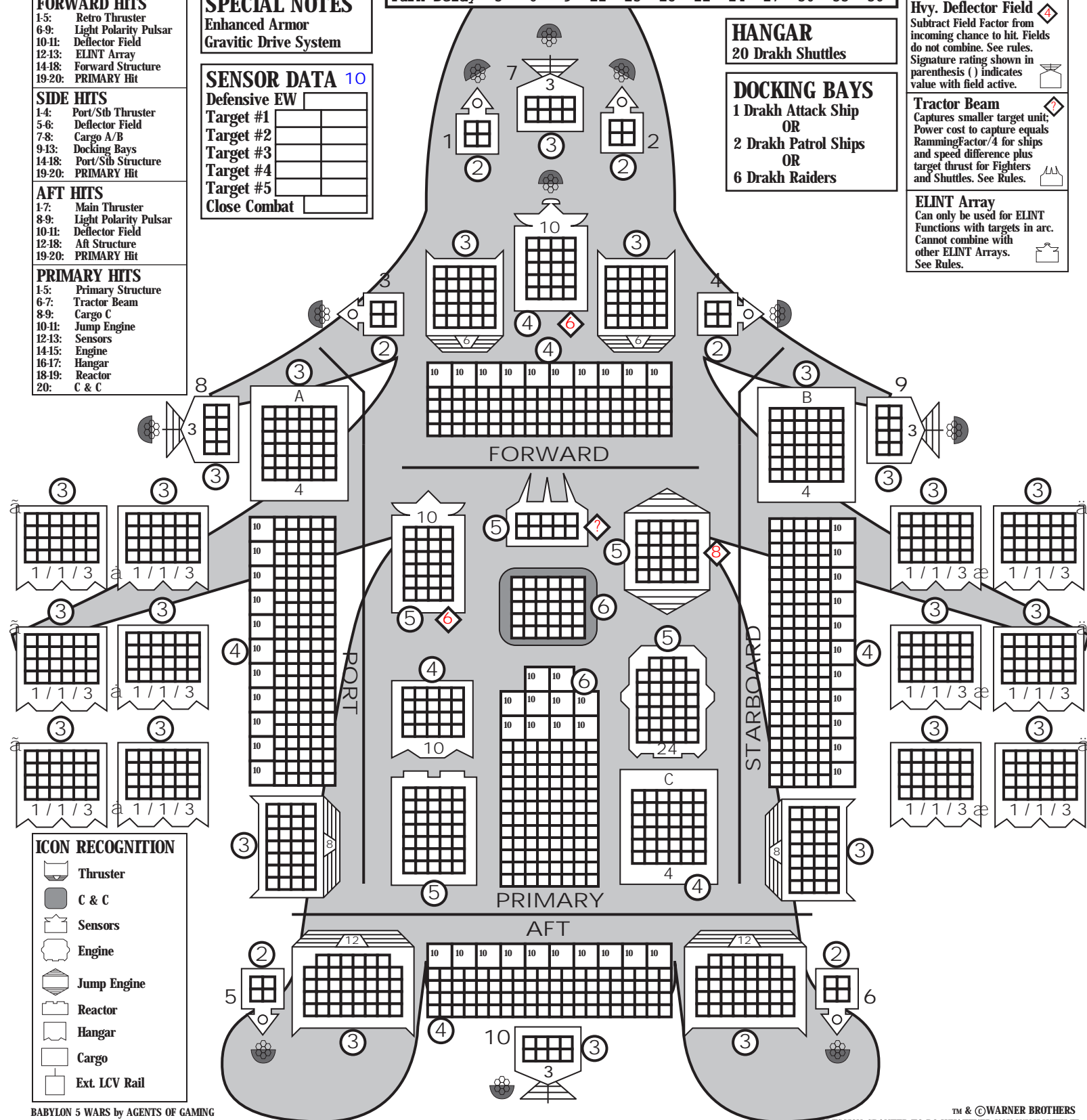
Close Combat

HANGAR

20 Drakh Shuttles

DOCKING BAYS

1 Drakh Attack Ship
OR
2 Drakh Patrol Ships
OR
6 Drakh Raiders



ICON RECOGNITION

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