



# Drakh Dreadnought

SPECS			MANEUVERING					COMBAT STATS				
Class: Capital ship			Turn Cost: 3/2 Speed					Fwd/Aft Defense: 16 (13)				
In Service: 2234			Turn Delay: 4/3 Speed					Stb/Port Defense: 19 (16)				
Point Value: 2500			Accel/Decel Cost: 6 Thrust					Engine Efficiency: 3/1				
Ramming Factor: 500			Pivot Cost: 6+6 Thrust					Extra Power: 0				
Jump Delay: 36 Turns			Roll Cost: 4+4 Thrust					Initiative Bonus: +0				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## WEAPON DATA

## Light Molecular

**Slicer Beam**  
 Class: Molecular  
 Mode: Raking  
 Damage: 1 Turn: 4dl0+4  
           2 Turns: 6dl0+6  
           3 Turns: 8dl0+8  
 Range Penalty: 1 per 3 hexes  
 Fire Control: +6/+4/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
**Special:** Ignores armor. Can be divided into multiple attacks on different targets.  
 Non-interceptable.

## Heavy Phasing

## Pulse Cannon <

**Class:** Molecular  
**Mode:** Pulse  
**Damage:** 18 1d5 Times  
**Maximum Pulses:** 6  
**Grouping Range:** +1 per 3  
**Range Penalty:** -1 per 2 hexes  
**Fire Control:** +6/+4/+2  
**Intercept Rating:** -2  
**Rate of Fire:** 1 per 3 turns

## Light Phasing

## Pulse Cannon <

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

## FORWARD

1-5: Retro Thruster  
6-8: Lt. Molecular Slicer  
9-10: Hvy. Phasing Pulse C.  
11-12: Deflector Field  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5:	Port/Stb Thruster
6-8:	Lt. Phasing Pulse Can.
9-10:	Deflector Field
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

## AFT HITS

1-6: Main Thruster  
7-9: Hvy. Phasing Pulse C.  
10-11: Deflector Field  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

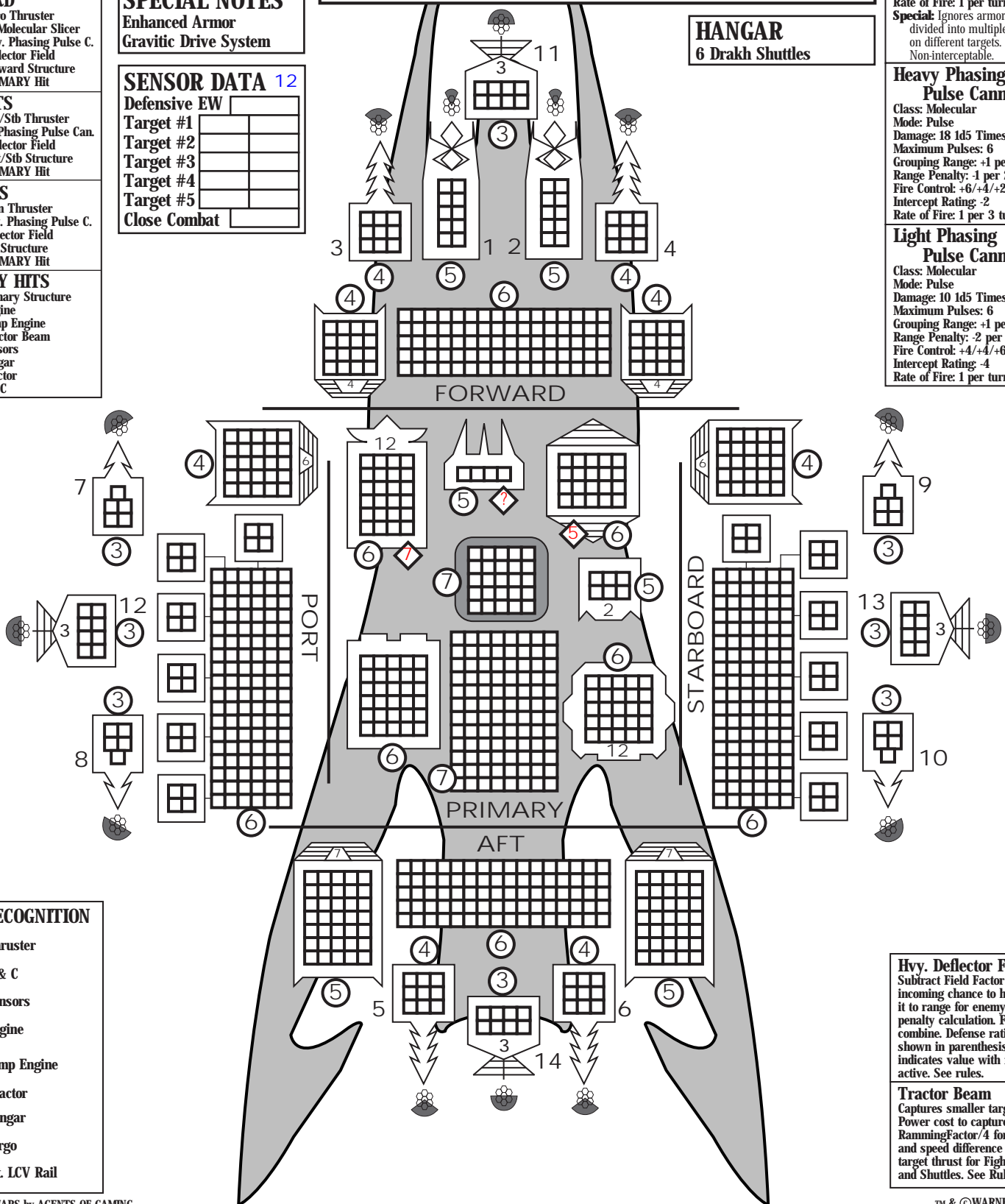
## Enhanced Armor Gravitic Drive System

## SENSOR DATA 12

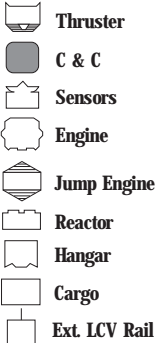
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Close Combat		

## HANGAR

## 6 Drakh Shuttles



## ICON RECOGNITION



### Hvy. Deflector Field

**4** 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.

## Tractor Beam

**Captures** smaller target unit;  
Power cost to capture equals  
 $\text{RammingFactor}/4$  for ships  
and speed difference plus  
target thrust for Fighters  
and Shuttles. See Rules.