



Drakh Tanker / Supply Transport

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 × Speed		Fwd/Aft Defense: 14 (12)	
In Service: 2201		Turn Delay: 3/4 Speed		Stb/Port Defense: 16 (14)	
Point Value: 400		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 145		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Jump Delay: N/A		Roll Cost: 2+2 Thrust		Initiative Penalty: -6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	Turn Delay	1 2 3 3 4 5 6 6 7 8 8 9

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	
Med. Deflector Field	
Subtract Field Factor from incoming chance to hit and add it to range for enemy range penalty calculation. Fields don't combine. Signature rating shown in parenthesis () indicates value with field active. See rules.	

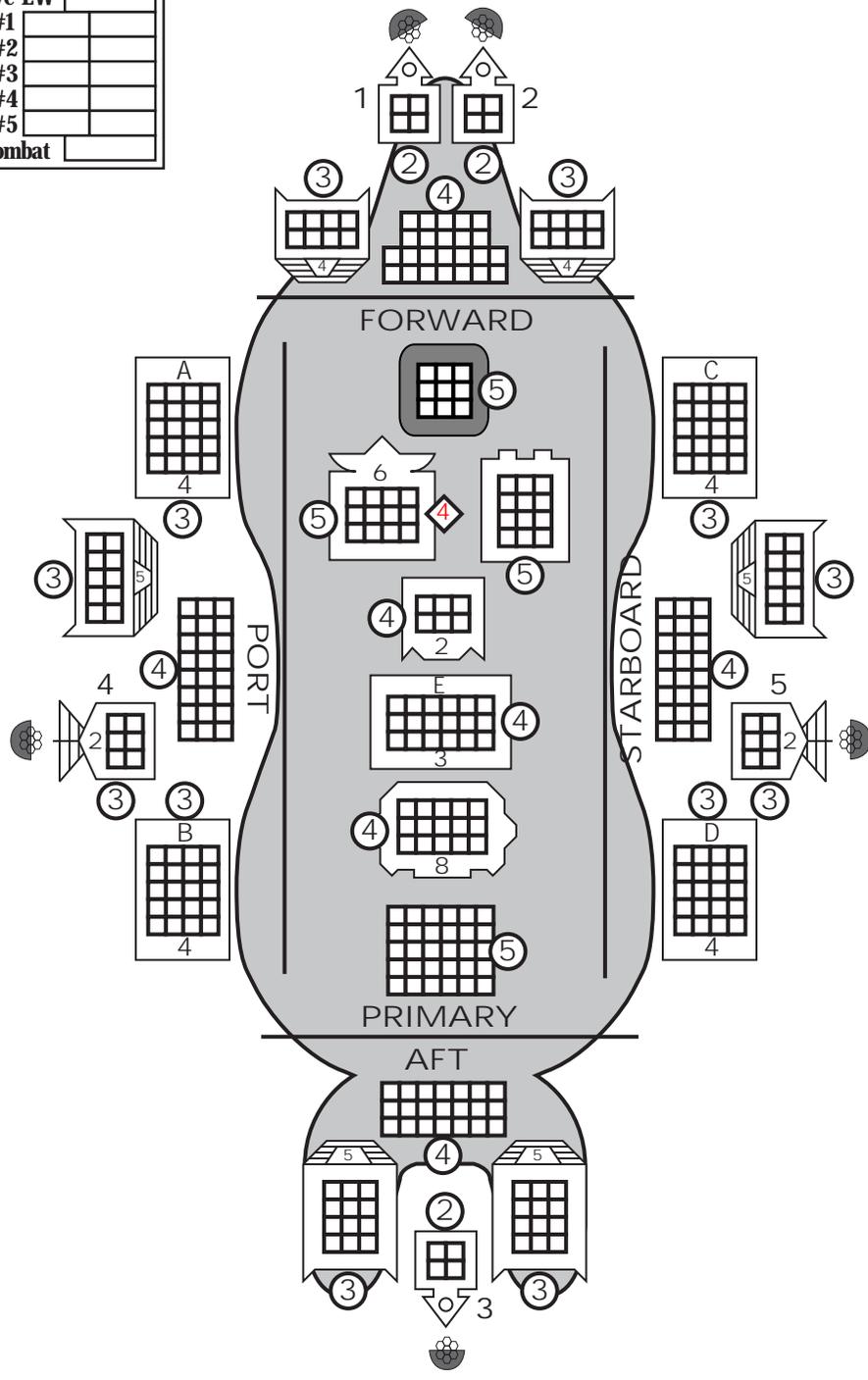
FORWARD HITS	
1-6:	Retro Thruster
7-9:	Light Polarity Pulsar
10-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thruster
5-6:	Deflector Field
7-10:	Cargo A/B, C/D
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-8:	Main Thruster
9-10:	Light Polarity Pulsar
11-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Structure
10-11:	Cargo E
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES
Enhanced Armor
Gravitic Drive System

SENSOR DATA 6

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

HANGAR
6 Drakh Shuttles



ICON RECOGNITION

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