



# Drakh Dreadnought

<b>SPECS</b> Class: Capital ship In Service: 2234 Point Value: 2500 Ramming Factor: 500 Jump Delay: 36 Turns	<b>MANEUVERING</b> Turn Cost: 3/2 Speed Turn Delay: 4/3 Speed Accel/Decel Cost: 6 Thrust Pivot Cost: 6+6 Thrust Roll Cost: 4+4 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 16 (13) Stb/Port Defense: 19 (16) Engine Efficiency: 3/1 Extra Power: 0 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: 4d10+4  
2 Turns: 6d10+6  
3 Turns: 8d10+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.

**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

**SPECIAL NOTES**  
Enhanced Armor  
Gravitic Drive System

**SENSOR DATA 12**

Defensive EW

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

**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: AR 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

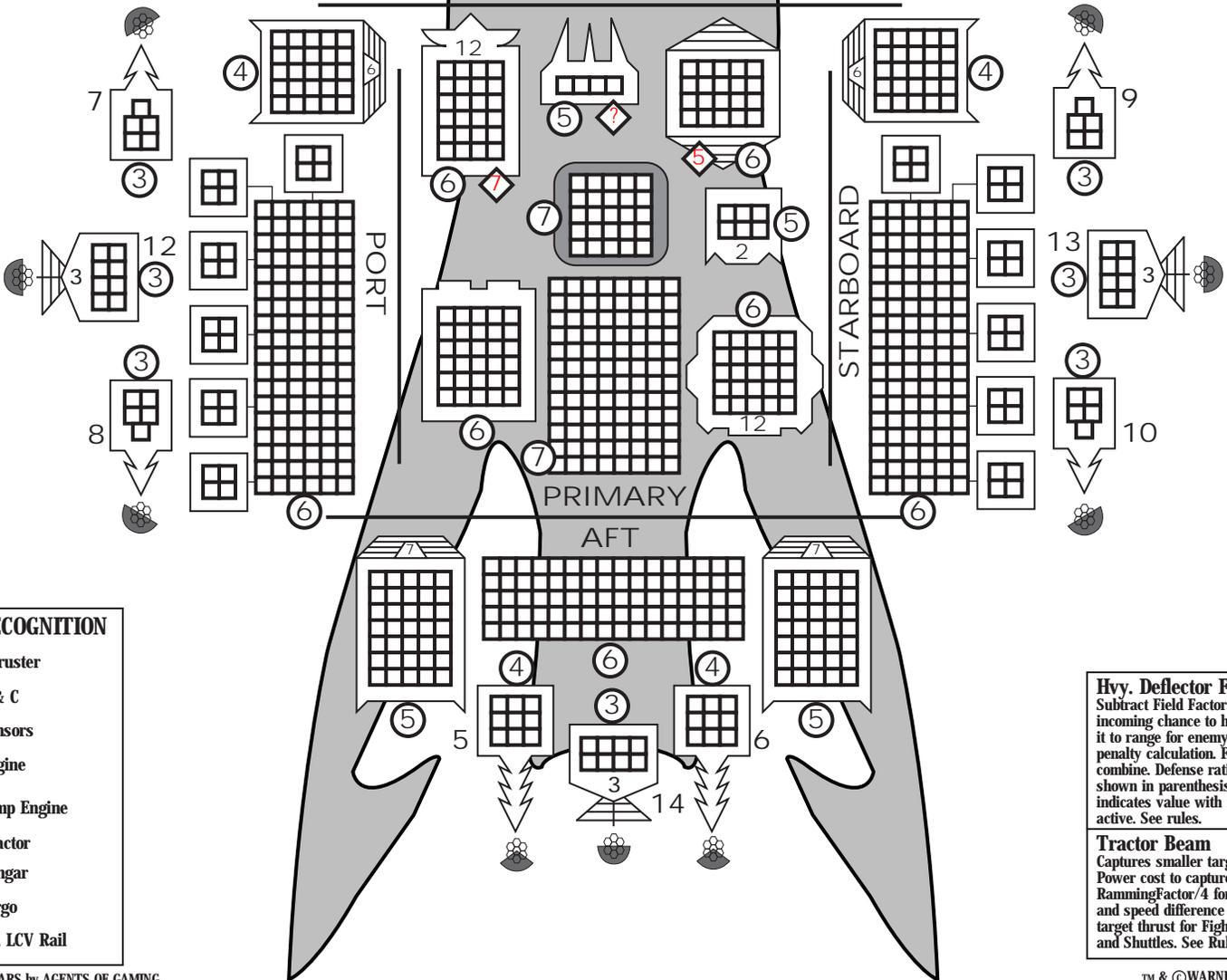
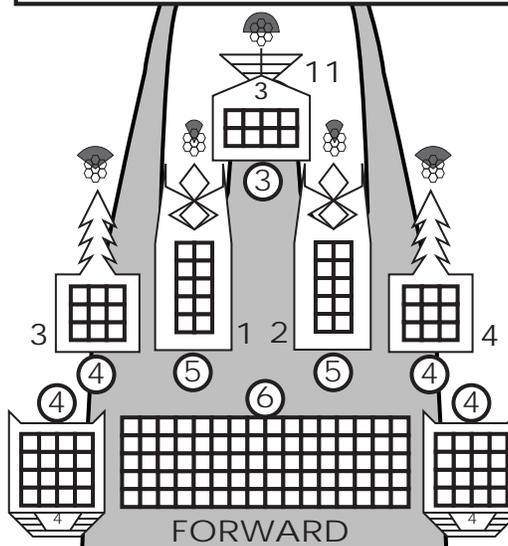
**HANGAR**  
6 Drakh Shuttles

**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



**ICON RECOGNITION**

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

**Hvy. Deflector Field**

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 RammingFactor/4 for ships and speed difference plus target thrust for Fighters and Shuttles. See Rules.