



Version Rom-1

Name: _____ Counter: _____



Drakh Heavy Tender

SPECS

Class: Enormous ship
In Service: 2234
Point Value: 1000
Ramming Factor: 660
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: $2 \times \text{Speed}$
Turn Delay: $3/2 \text{ Speed}$
Accel/Decel Cost: 6 Thrust
Pivot Cost: N/A
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 18 (15)
Stb/Port Defense: 20 (17)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

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 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 $\text{Ramming Factor} / 4$ for ships and speed difference plus target thrust for Fighters and Shuttles. See Rules.

FORWARD HITS

1-4: Retro Thruster
6: Deflector Field
7-8: Light Polarity Pulsar
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thruster
5: Deflector Field
6-8: Cargo A/B
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thruster
7-8: Light Polarity Pulsar
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Enhanced Armor
Gravitic Drive System

SENSOR DATA 11

Defensive EW

Target #1

Target #2

Target #3

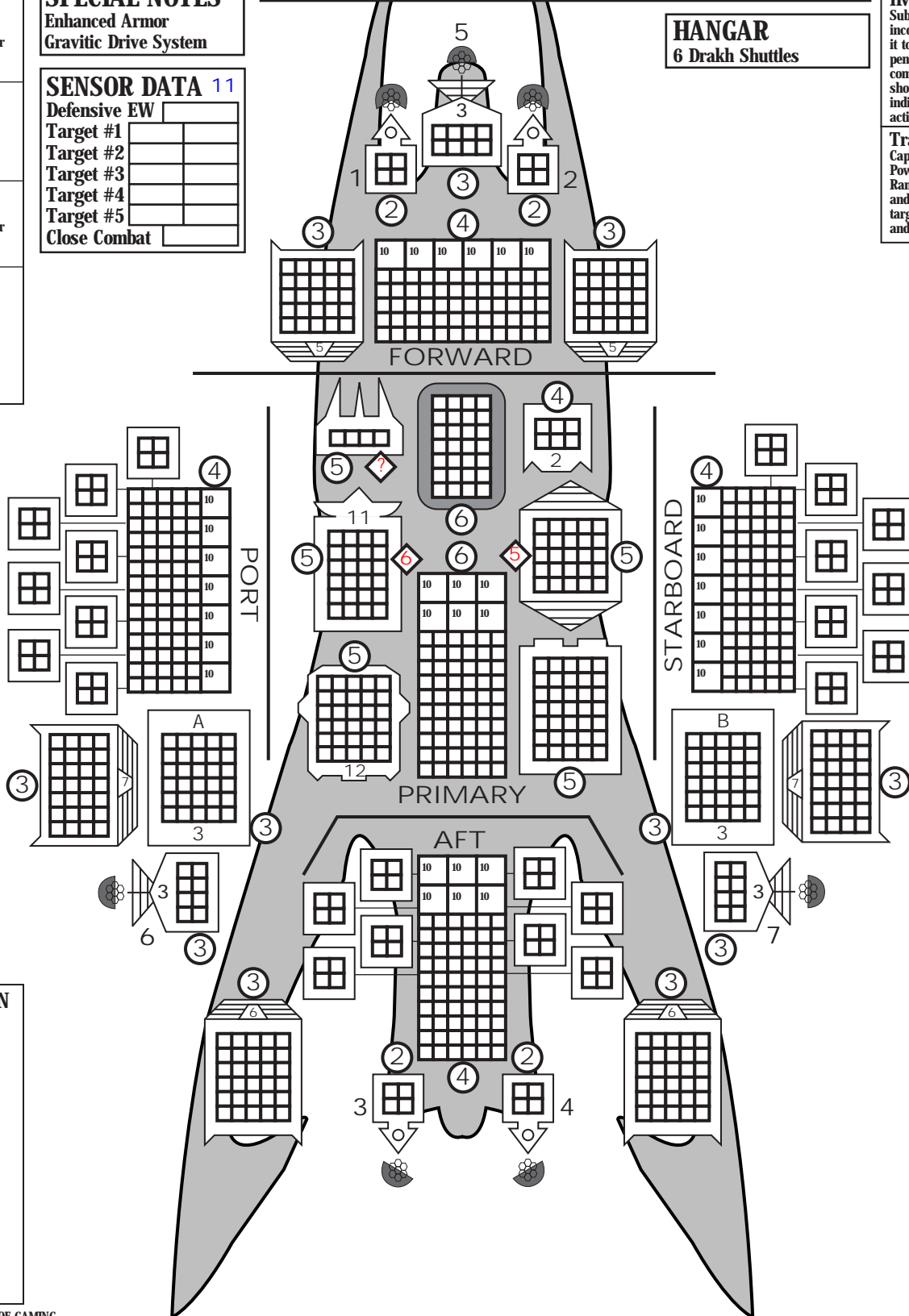
Target #4

Target #5

Close Combat

HANGAR

6 Drakh Shuttles



ICON RECOGNITION

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