



Drakh Attack Ship

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl	In Service: 2260	Turn Cost: 2/3 Speed	Turn Delay: 1/2 Speed	Fwd/Aft Defense: 13 (11)	Sth/Port Defense: 15 (13)
Point Value: 900	Ramming Factor: 210	Accel/Decel Cost: 3 Thrust	Pivot Cost: 2+2 Thrust	Engine Efficiency: 3/1	Extra Power: 0
Jump Delay: 36 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6

WEAPON DATA	
Multiphased Beam Accelerator	
Class: Molecular	Mode: R, P, S
Damage: 8d10+8	Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/+3	Intercept Rating: -1
Rate of Fire: 1 per 3 turns	Special: Can fire at an accelerated ROF for less damage, as shown below: 1 per turn: 2d10+2 Std 1 per 2 turns: 4d10+4 R Ignores 1/2 standard armor

FORWARD HITS	
1-4: Retro Thruster	
5-6: Multiphased Accelerator	
7-8: Medium Phasing Pulsar	
9-10: Light Polarity Pulsar	
11-13: Deflector Field	
14-18: Forward Structure	
19-20: PRIMARY Hit	

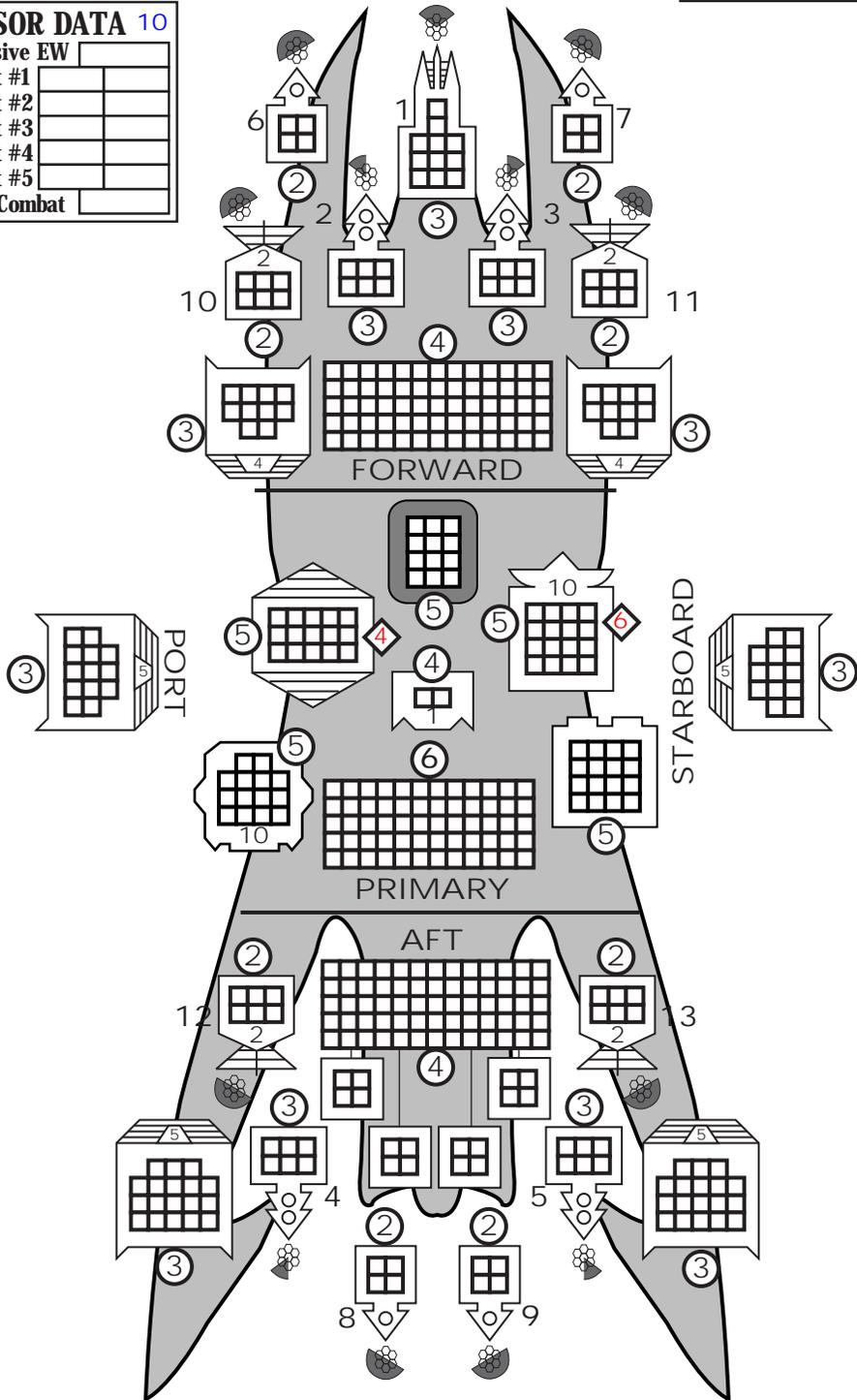
AFT HITS	
1-6: Main Thruster	
7-9: Medium Polarity Pulsar	
10-11: Light Polarity Pulsar	
12-13: Deflector Field	
14-18: Aft Structure	
19-20: PRIMARY Hit	

PRIMARY HITS	
1-7: Primary Structure	
8-10: Port/Sth. Thruster	
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 10	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	

HANGAR
2 Drakh Shuttles



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

Medium Polarity Pulsar	
Class: Molecular	Mode: Pulse
Damage: 12 1d4 Times	Maximum Pulses: 5
Grouping Range: +1 per 3	Range Penalty: -1 per hex
Fire Control: +4/+3/+2	Intercept Rating: -2
Rate of Fire: 1 per 2 turns	
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. Defense ratings shown in parenthesis () indicates value with field active. See rules.	