



Drakh Heavy Tender

SPECS		MANEUVERING		COMBAT STATS	
Class: Enormous ship	In Service: 2234	Turn Cost: 2 × Speed	Turn Delay: 3/2 Speed	Fwd/Aft Defense: 18 (15)	Sth/Port Defense: 20 (17)
Point Value: 1000	Ramming Factor: 660	Accel/Decel Cost: 6 Thrust	Pivot Cost: N/A	Engine Efficiency: 3/1	Extra Power: 0
Jump Delay: 36 Turns		Roll Cost: 4+4 Thrust		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 RammingFactor/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/Sth Thruster
5:	Deflector Field
6-8:	Cargo A/B
9-18:	Port/Sth Structure
19-20:	PRIMARY Hit

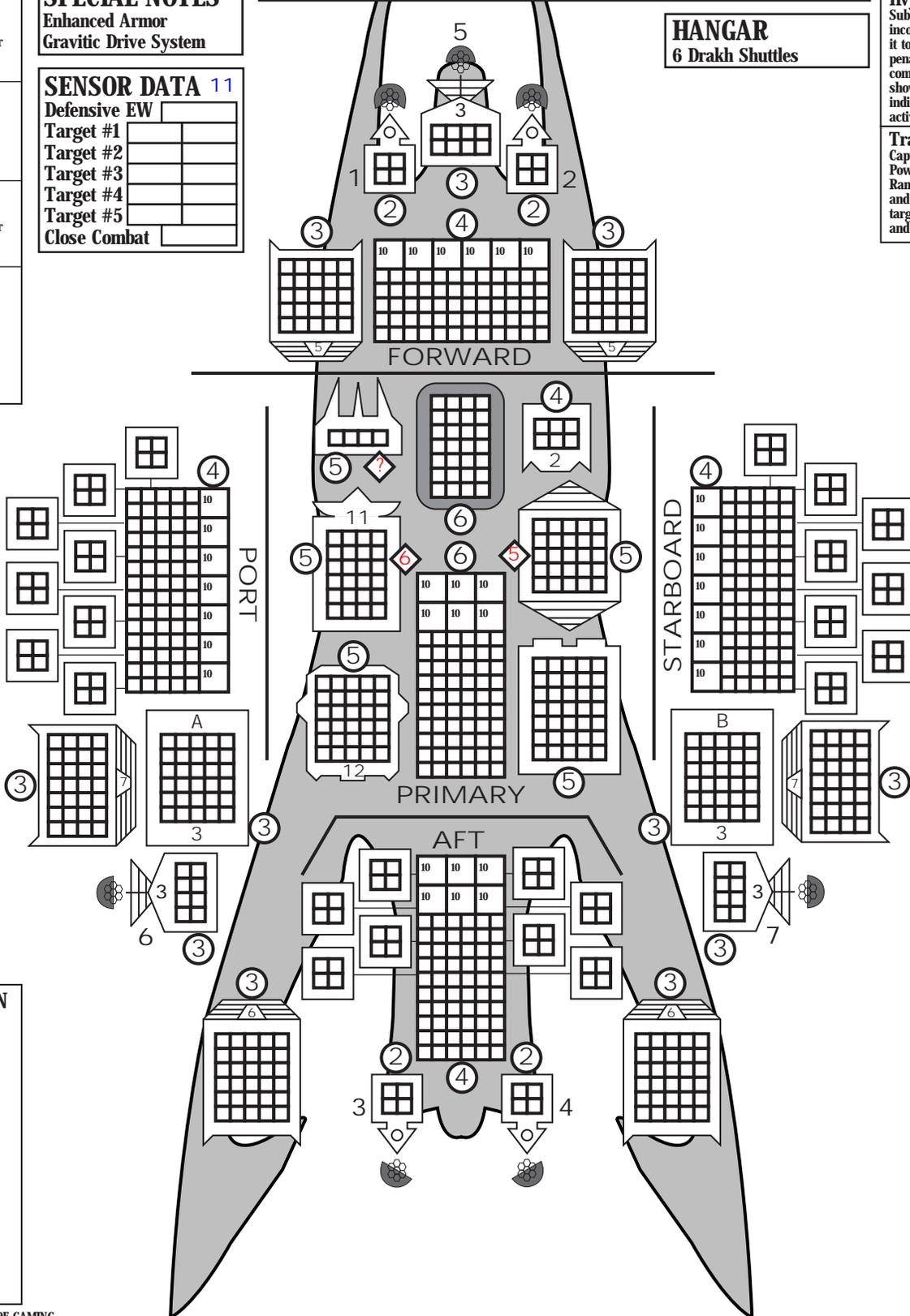
AFT HITS	
1-6:	Main Thruster
7-8:	Light Polarity Pulsar
9-18:	Aft Structure
19-20:	PRIMARY Hit

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