



Drakh Attack Ship

SPECS

Class: Hvy Combat Vsl
In Service: 2260
Point Value: 900
Ramming Factor: 210
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (11)
Sth/Port Defense: 15 (13)
Engine Efficiency: 3/1
Extra Power: 0
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

HANGAR

2 Drakh Shuttles

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 ½ standard armor

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.

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

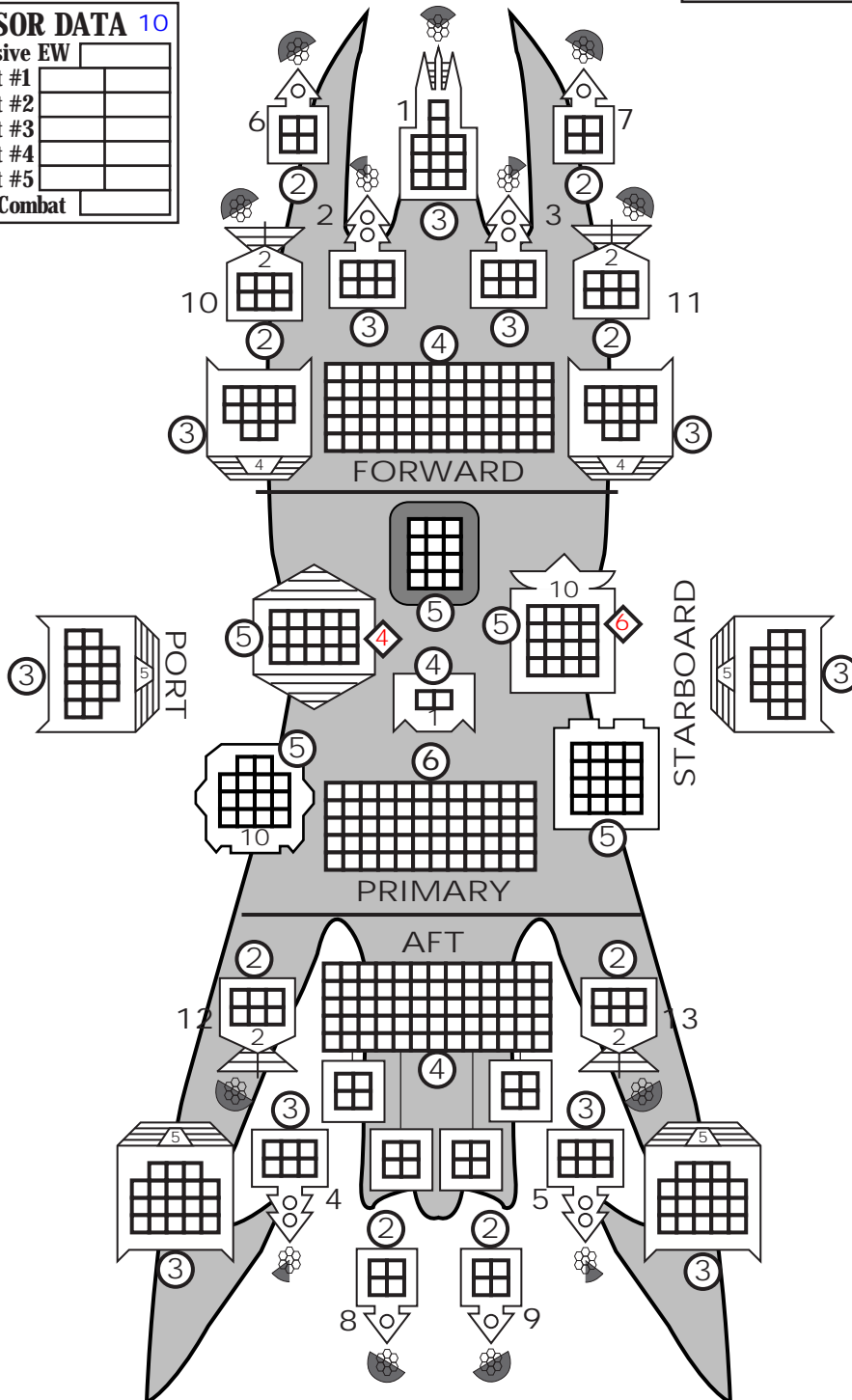
Target #2

Target #3

Target #4

Target #5

Close Combat



ICON RECOGNITION

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