



Drakh Mothership

SPECS Class: Enormous Ship In Service: 2241 Point Value: (3000) Ramming Factor: 1020 Jump Delay: 12 Turns	MANEUVERING Turn Cost: 3 × Speed Turn Delay: 3 × Speed Accel/Decel Cost: 18 Thrust Pivot Cost: n/a Roll Cost: 6+6 Thrust	COMBAT STATS Fwd/Aft Defense: 23 (20) Stb/Port Defense: 25 (22) Engine Efficiency: 10/1 Extra Power: 0 Initiative Penalty: -6
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Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	6	9	12	15	18	21	24	27	30	33	36
Turn Delay	3	6	9	12	15	18	21	24	27	30	33	36

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. Fields do not combine. See rules. Signature rating shown in parenthesis () indicates value with field active.

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.

ELINT Array
Can only be used for ELINT Functions with targets in arc. Cannot combine with other ELINT Arrays. See Rules.

FORWARD HITS

- 1-5: Retro Thruster
- 6-9: Light Polarity Pulsar
- 10-11: Deflector Field
- 12-13: ELINT Array
- 14-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thruster
- 5-6: Deflector Field
- 7-8: Cargo A/B
- 9-13: Docking Bays
- 14-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thruster
- 8-9: Light Polarity Pulsar
- 10-11: Deflector Field
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-5: Primary Structure
- 6-7: Tractor Beam
- 8-9: Cargo C
- 10-11: Jump Engine
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

Enhanced Armor
Gravitic Drive System

SENSOR DATA 10

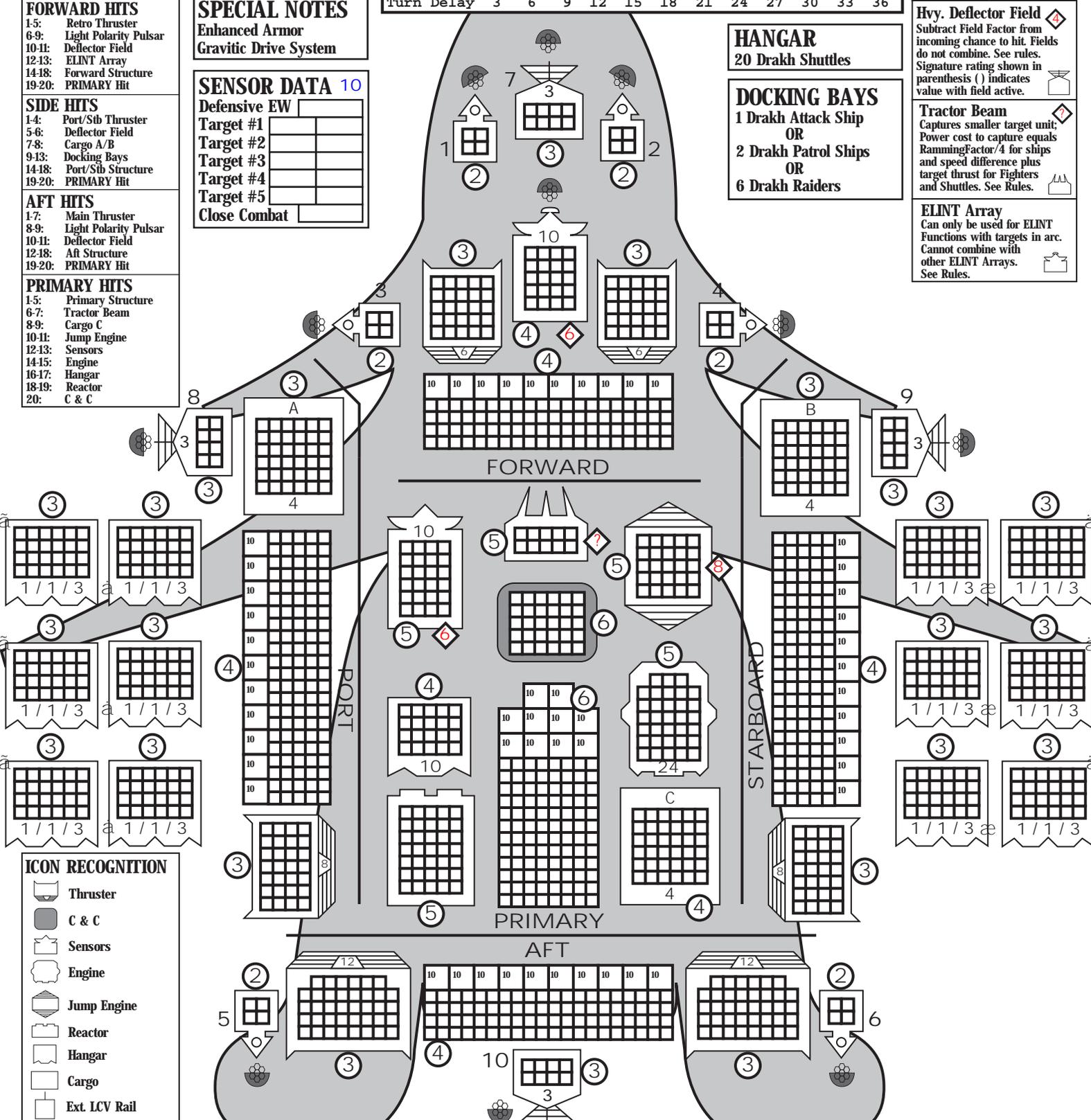
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	

HANGAR

20 Drakh Shuttles

DOCKING BAYS

1 Drakh Attack Ship
OR
2 Drakh Patrol Ships
OR
6 Drakh Raiders



ICON RECOGNITION

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