



Ship Datacard

Drakh Tanker/Supply Transport

SHIP NAME: _____

ID: _____
SQUADRON: _____

Class: Particle
Range: 1/2/3/4
Fire Control: d8/d8/d10
Damage: d6+1 per 1 above
Max Shots/Turn: 3

Light Polarity Pulsar

CMD RATING: 4
CMD COST: 2
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 9
AVAIL: Common

RACE: Drakh
CLASS: Tanker/Supply Transport
CATEGORY: CAPITAL
YEAR IN SERVICE: 2201
Jump Drive: No
POINT VALUE: 220

NOTES:
Enhanced Armor
Gravitic Drives
Tractor Beam
Medium Deflector Field - 1
(Functions as EA Interceptor)

Fighter Loadout:

Loadout 1 (2201+)
1 Flight Drakh Shuttles

Cost: 260

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE			D																											
SENSORS																														
Light Polarity Pulsar																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														



Ship Datacard

Drakh Heavy Tender

SHIP NAME: _____

ID: _____
SQUADRON: _____

Class: Particle
Range: 1/2/3/4
Fire Control: d8/d8/d10
Damage: d6+1 per 1 above
Max Shots/Turn: 3

Light Polarity Pulsar

CMD RATING: 6
CMD COST: 3
DEF RATING: 12
ARMOR: 4/4/4
SENSOR: 11
AVAIL: Common

RACE: Drakh
CLASS: Heavy Tender
CATEGORY: Enormous
YEAR IN SERVICE: 2234
Jump Drive: Yes
POINT VALUE: 475

NOTES:
Enhanced Armor / Gravitic Drives / Tractor Beam
Heavy Deflector Field - 2
(Functions as EA Interceptor)

Fighter Loadout:

Loadout 1 (2234+)
1 Flight Drakh Shuttles

Cost: 515

Note: May transport 24 LCV's

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Light Polarity Pulsar																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														