

Drakh Tanker / Supply Transport

SPECS

Class: Capital Ship
In Service: 2201
Point Value: 400
Ramming Factor: 145
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 × Speed
Turn Delay: 3/4 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 16 (14)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9

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

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. Signature rating shown in parenthesis () indicates value with field active. See rules.

FORWARD HITS

1-6: Retro Thruster
7-9: Light Polarity Pulsar
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thruster
5-6: Deflector Field
7-10: Cargo A/B, C/D
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Structure
10-11: Cargo E
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Enhanced Armor
Gravitic Drive System

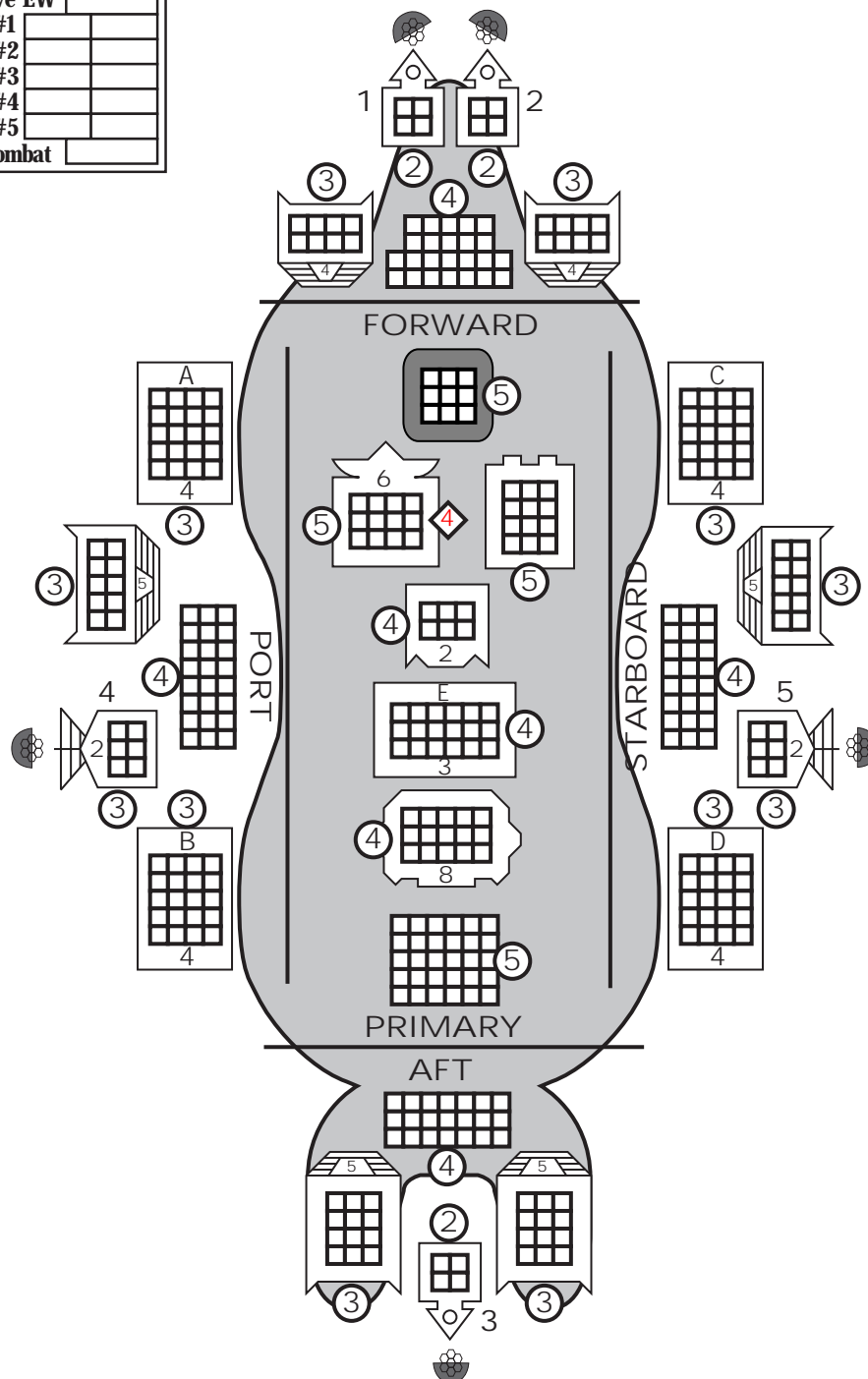
SENSOR DATA 6

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