

Name: _____ Counter: _____

Drakh Mohesabe Carrier

SPECS

Class: Enormous Unit
In Service: 2215
Point Value: ???
Raming Factor: 520
Jump Delay: n/a

MANEUVERING

Turn Cost: 4/3 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 6
Pivot Cost: 6+6
Roll Cost: 4+4

COMBAT STATS

Fwd/Aft Defense: 17 (14)
Stb/Port Defense: 20 (17)
Engine Efficiency: 4/1
Extra Power: +18
Initiative Penalty: -4

WEAPON DATA

Scrambler /Level

Subtract Scrambler rating from defense value if functioning Scrambler is in arc. Scramblers may not combine if they over lap. May increase output at a rate of 1 level of scrambling/4 power allocated. May also be decreased at a rate of 4 power/ level of scrambling lost.



SPECIAL NOTES

Biotech Plating Level: 3
Add to armor vs. physical/non energy attacks.

ENLINT Vessel:
Forward and Aft sensors may only be used for ENLINT functions and may not work together.

SENSOR DATA

Defensive EW	10
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

FORWARD HITS

- 1-4 Retro Thrust
- 5-6 Scrambler
- 7-8 Sensor
- 9-10 Tractor Beam
- 11-18 Structure
- 19-20 PRIMARY Hit

SIDE HITS

- 1-3 Port/Stb Thrust
- 4-6 Hanger
- 7-8 Scrambler
- 9-12 Cargo
- 13-18 Structure
- 19-20 PRIMARY Hit

AFT HITS

- 1-5 Main Thrust
- 6-7 Scrambler
- 8-9 Sensor
- 10-11 Tractor Beam
- 12-18 Structure
- 19-20 PRIMARY Hit

PRIMARY HITS

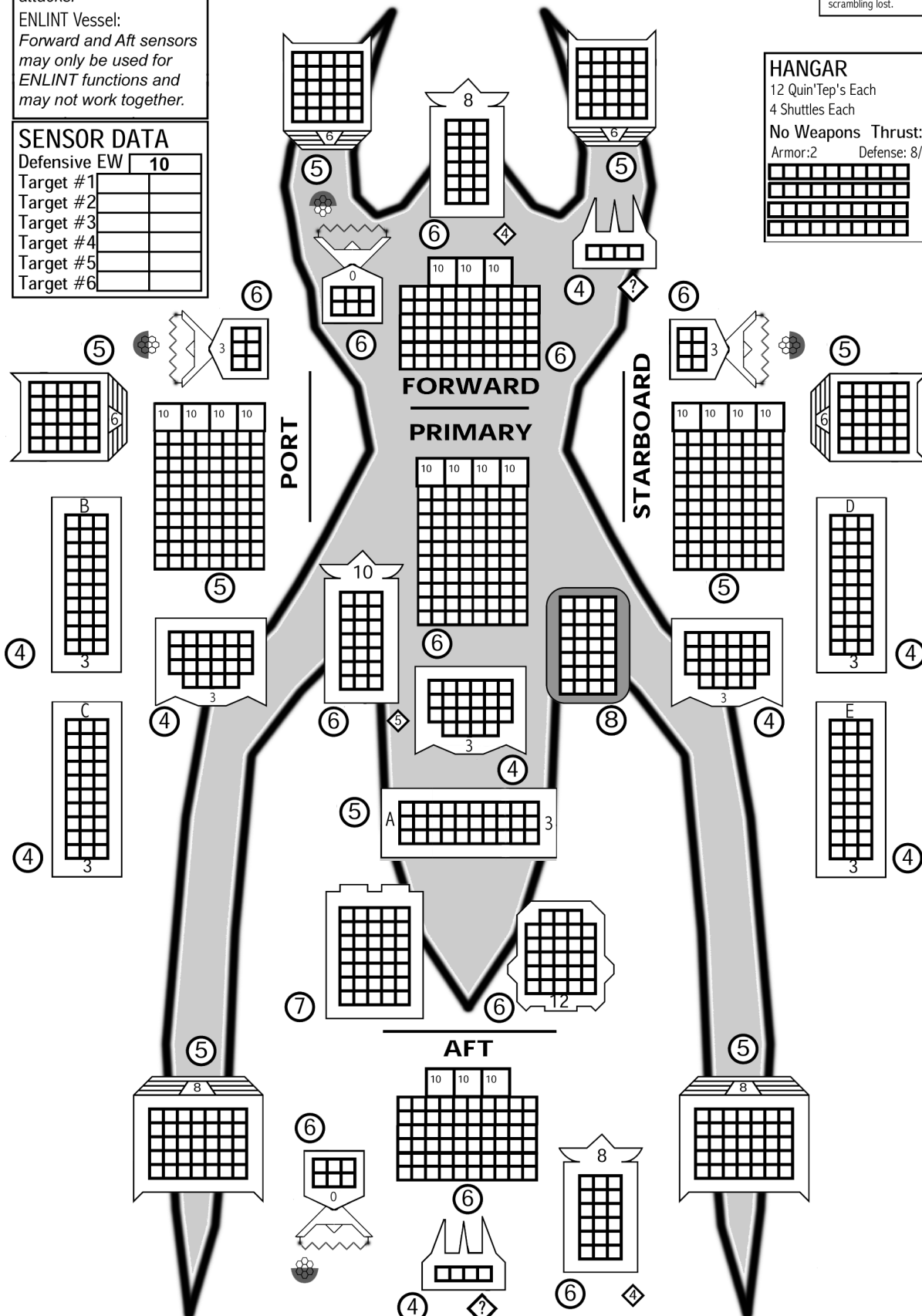
- 1-8 Primary Structure
- 9-11 Cargo
- 12-13 Sensors
- 14-16 Hanger
- 17-18 Engine
- 19 Reactor
- 20 C&C

HANGAR










12 Quin'Tep's Each
4 Shuttles Each

No Weapons Thrust: 4

Armor: 2 Defense: 8/8



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Scrambler
-  Reactor
-  Hanger
-  Tractor
-  Cargo