

Drakh Attack Cruiser

SPECS

Class: Capital Ship
In Service: 2041
Point Value: 900
Ramming Factor: 240
Jump Delay: 14 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (12)
Stb/Port Defense: 17 (14)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Hvy Plasma-Ray

Class: Molecular (Plasma)

Damage:

once per Turn:

13 (Standard)

OR after two Turns:

13 1d3 Times

OR after three Turns:

13 1d5 Times

Max Pulses 7

Grouping Range: +1 per 3

Range Penalty: -1 per 3 Hexes

Fire Control: +5/+4/+1

Intercept Rating: -2

Med. Plasma-Ray

Class: Molecular (Plasma)

Damage:

Twice per Turn:

9 (Standard)

OR once per Turn:

9 1d3 Times

OR once per two Turns:

9 1d5 Times

Max Pulses: 7

Grouping Range: +1 per 3

Range Penalty: -1 per 2 Hexes

Fire Control: +4/+3/+2

Intercept Rating: -2

Lt Phase Bolter

Class: Molecular

Mode: Standard

Damage: 14

Range Penalty: -1 per Hex

Fire Control: +3/+3/+4

Intercept Rating: -1

Rate of Fire: 1 per Turn

Defense System

Subtract Field Factor from

chance to hit through arc.

Defense Rating shown in

parenthesis () indicates value

with field active.

Sensor lockon is only possible

when OEW of one point higher

than field strength in arc is

applied.

When field is active use free

thrust shown in parenthesis ().

No partial shutdown of

system is possible.

Criticals:

When one vertical

row of side thruster boxes is

destroyed, reduce field

strength in arc by 1.

FORWARD HITS

1-3: Retro Thrust
4-7: Hvy Plasma-Ray
8-11: Lt Phase Bolter
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-12: Port/Stb Thrust
13-14: Med. Plasma-Ray
15-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Jump Drive
11-13: Lt Phase Bolter
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Cargo
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Special notes:

Gravitic Drive

Resistant to Criticals (-1)

HANGAR

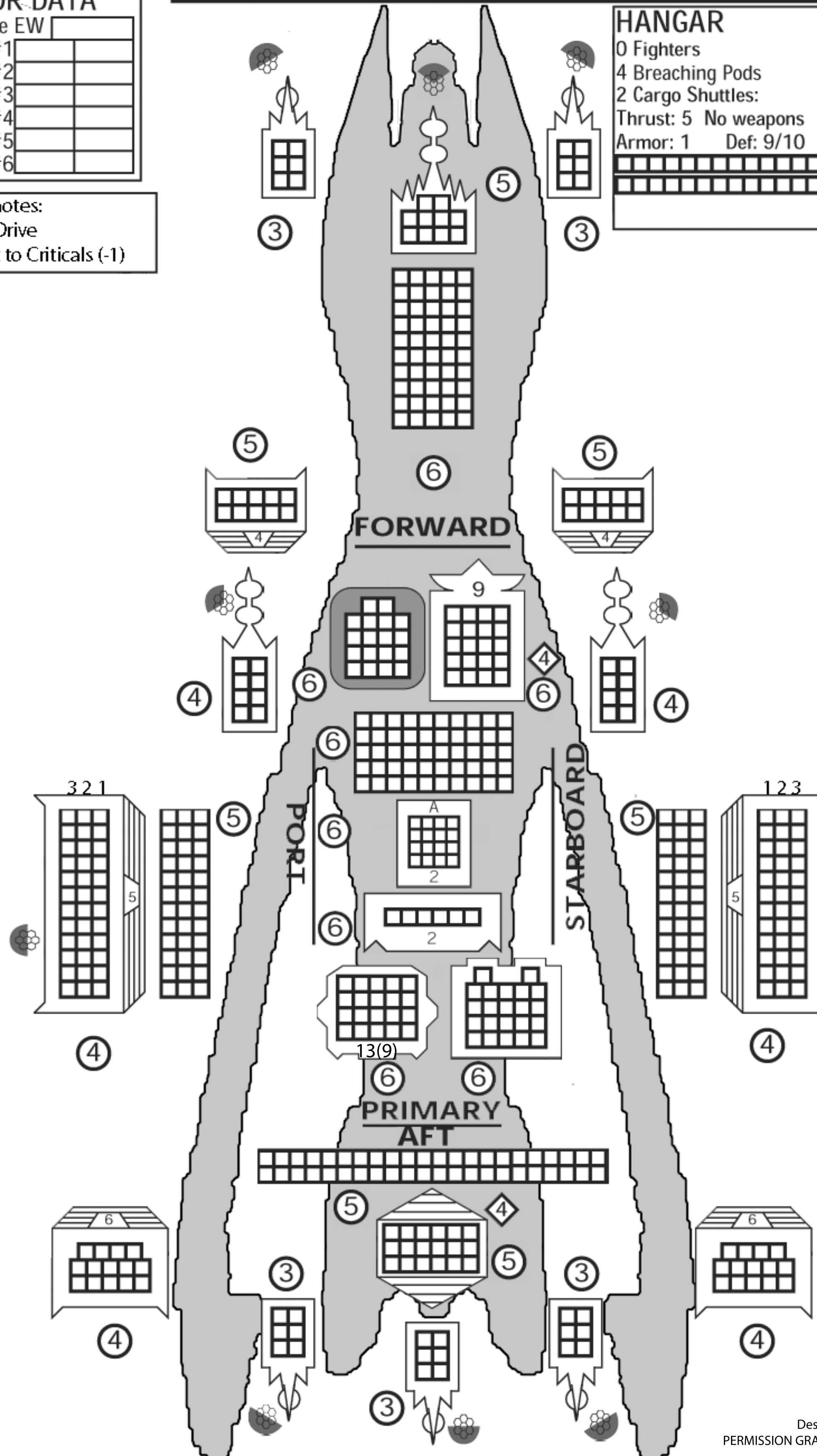
0 Fighters

4 Breaching Pods












2 Cargo Shuttles:

Thrust: 5 No weapons

Armor: 1 Def: 9/10



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Cargo
-  Hvy Plasma-Ray
-  Med. Plasma-Ray
-  Lt Phase Bolter

DRAKH BREACHING POD

Cost: 50 Defense: 9/8

Thrust: 9 Offense: 0

Armor: 4 Initiative: +9

No Weapons

