Version 1: Mr. D's Drakh

Name: _____ Counter: _____

Drakh Destroyer Leader

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 2044
Point Value: 725
Ramming Factor: 140
Jump Delay: 16 Turns

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

COMBAT STATS
Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 15 (13)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

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: +1per3
Range Penalty: -1 per 3 Hexes
Fire Control; +5/+4/+1
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

HANGAR
0 Fighters
2 Breaching Pods
2 Cargo Shuttles:
Thrust: 5 No weapons
Armor: 1 Def: 9/10

Defense System
Substract 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
1-4: Retro Thrust
5: Hvy. Plasma Ray
6-12: Lt Phase Bolter
13-18: Forward Struct
19-20: PRIMARY Hit

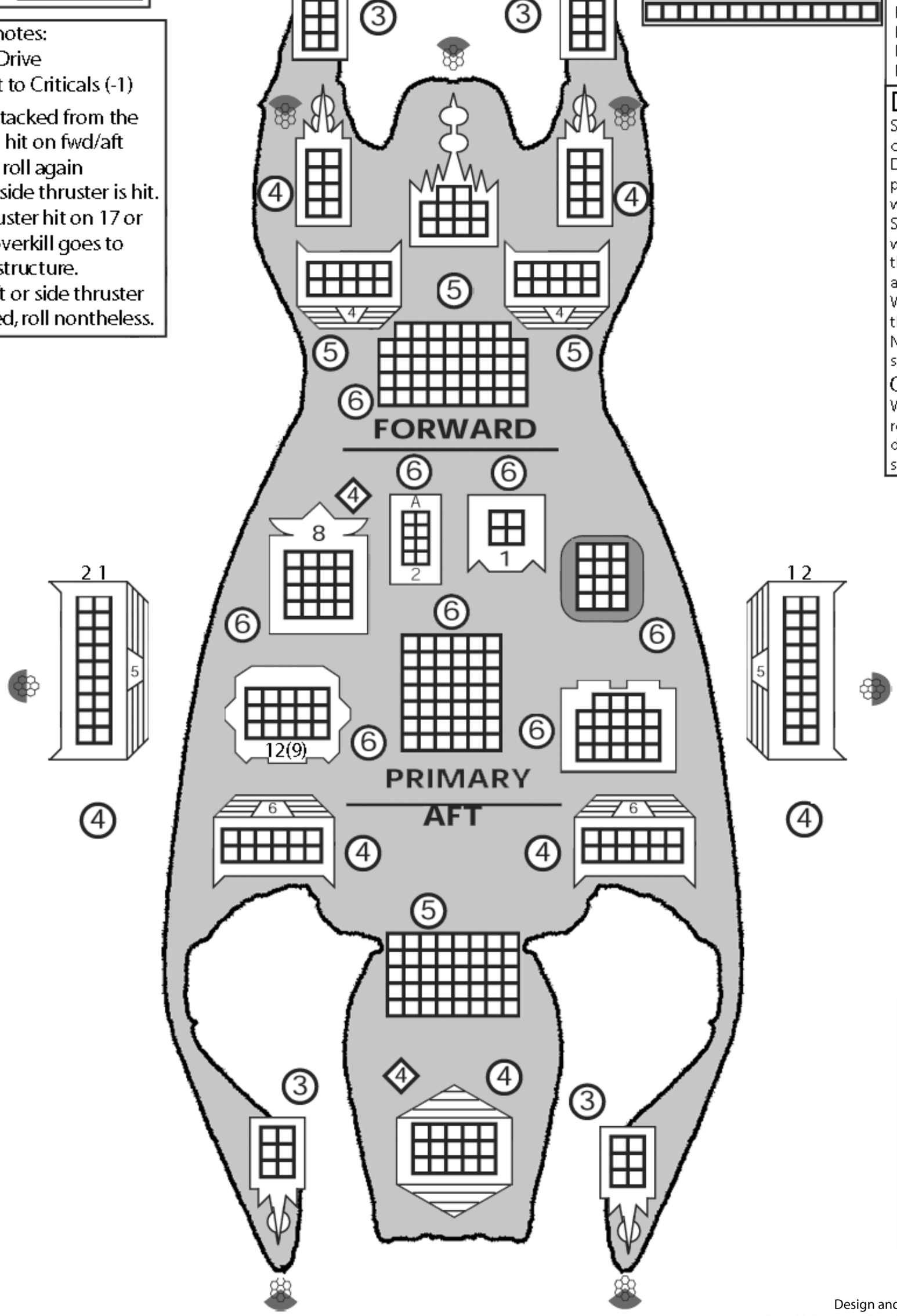
AFT HITS
1-6: Main Thrust
7: Lt Phase Bolter
8-11: Jump Drive
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-5: Primary Struct
6: Cargo
7-10: Port/Stb Thrust
11-12: Sensors
13-15: 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)

When attacked from the side and hit on fwd/aft thruster, roll again to see if side thruster is hit. Side thruster hit on 17 or higher, overkill goes to fwd/aft structure.
If fwd/aft or side thruster destroyed, roll nontheless.



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

DRAKH BREACHING POD
Cost: 50 Defense: 9/8
Thrust: 9 Offense: 0
Armor: 4 Initiative: +9
No Weapons

Design and SCS by Pierre Alexandre Lutz, 2007
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