

Drakh Light Cruiser

SPECS

Class: Capital Ship
In Service: 2143
Point Value: 825
Ramming Factor: 230
Jump Delay: 14 Turns

MANEUVERING

Turn Cost: 2/3 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: 16 (13)
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	2	3	4	4	5	6	6	7	8	8
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 Phase Bolter

Class: Molecular
Mode: Standard 
Damage: 21
range Penalty: -1 per 2 Hexes
Fire Control: +3/+3/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 Turns

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 

FORWARD HITS

1-3: Retro Thrust
4-5: Med. Phase Bolter
6-7: Hvy Plasma-Ray
8-9: Lt Phase Bolter
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-8: Port/Stb Thrust
9-10: Med. Phase Bolter
11-12: Lt Phase Bolter
13-18: 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

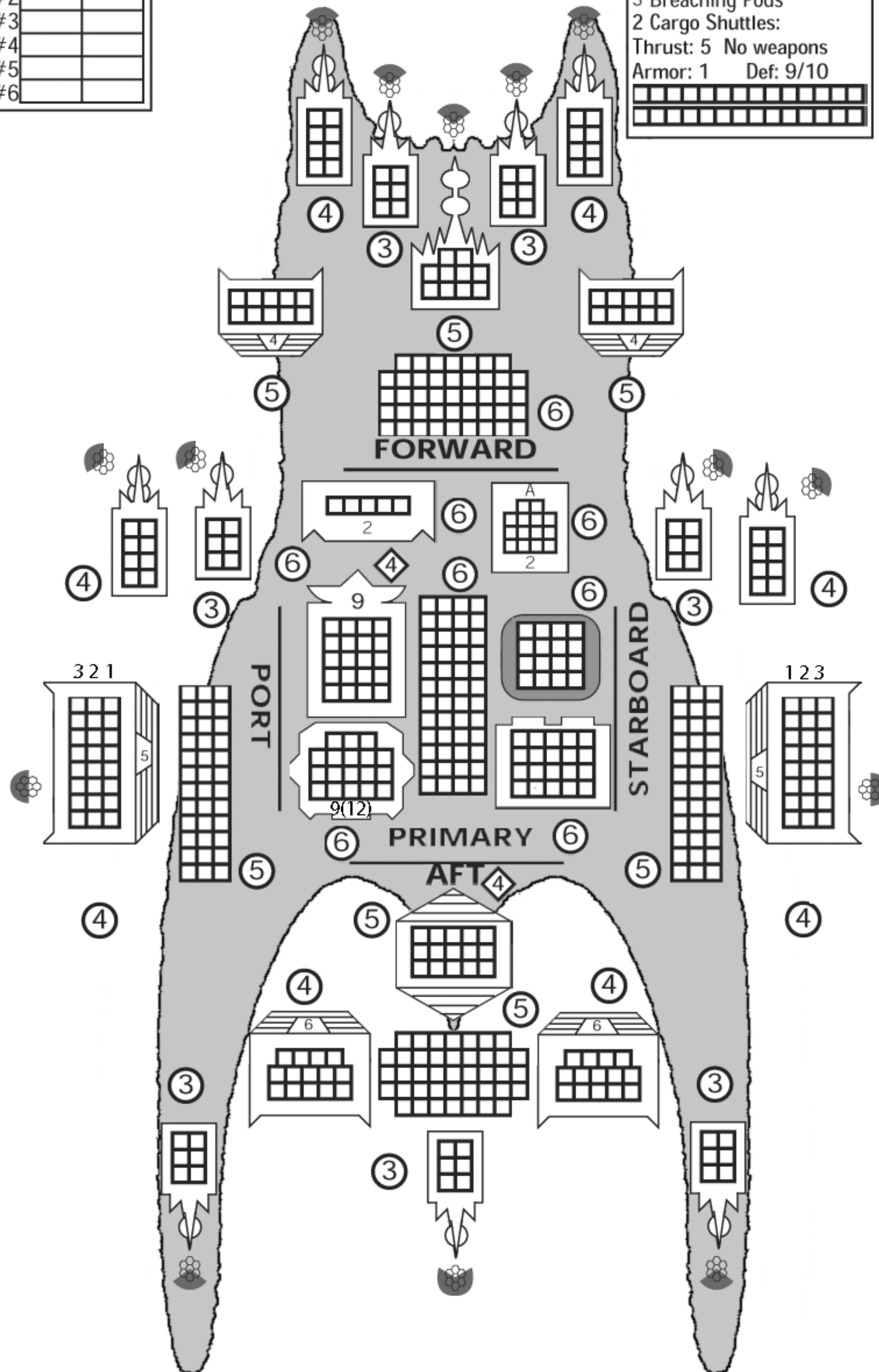
Target #4

Target #5

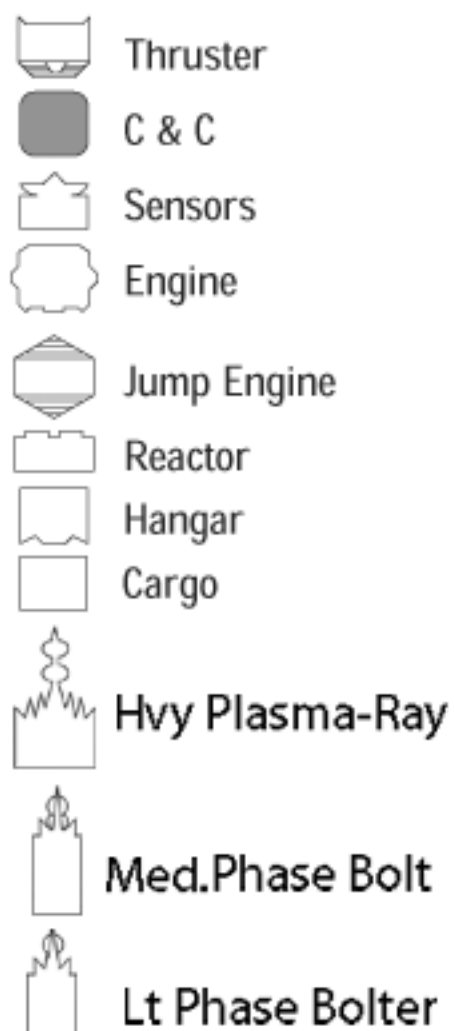
Target #6

HANGAR

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



ICON RECOGNITION



DRAKH BREACHING POD

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

