

THE ETHER DRAKE

LEVIATHAN



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ETHER DRAKE	8"	8"	8"	17	2+	5	1	H	FAUNA, REGENERATE (2), DRAGONSACLE ARMOUR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DRAGON'S BREATH (BEAM)	2+	6	2	F	FLASH, SCALD
DRAGON'S BREATH (WIDE)	2+	4	2	F/S	CLOSE ACTION

FAUNA: This ship does not roll for Crippling Damage when reduced to below 50% of its starting Hull value (but still becomes crippled). Additionally this ship is removed from play once it has no Hull points remaining and does not roll for Catastrophic Damage.

DRAGONSACLE ARMOUR: Attacks against this ship cannot score Critical Hits. This ship's armour cannot be modified. This ship suffers no damage from Bombers.

Recognised Ether Drakes: Francis, King Dahaka, Aubrey's Bane, Tao-Tieh, Bubbles' Buddy

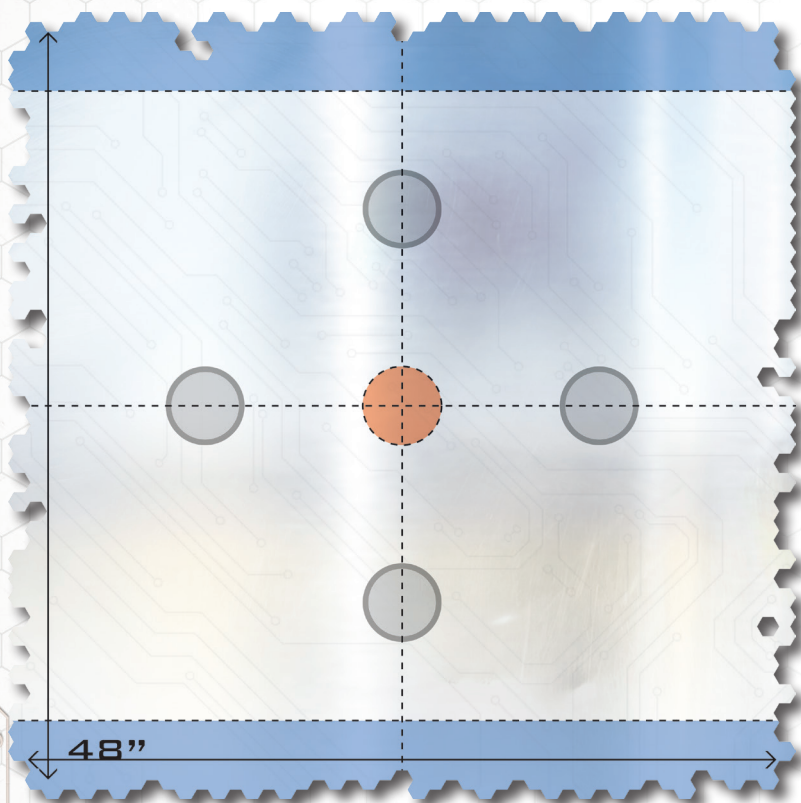
The creature observed in the Shangri-La system is unlike anything the UCMF have previously encountered. Highly aggressive and with destructive capabilities to match.

By all accounts, the Ether Drakes predate all galactic civilization. There once were multitudes, but their race has been wasting away for eons.

There are only a handful of dragons left that are known of, the last of their kind in the galaxy, perhaps the universe.

DRAGONSLAYER

An Ether Drake has made one of the Cradle World systems its home! Drive the Ether Drake and your opponent away and claim this system.



PLAYERS

- 2.

FLEET LIST

- Standard.

SUGGESTED APPROACH

- Rapid Response (opposing edges shown in blue).

DURATION

- 6 turns.

ORBITAL DEBRIS

- Debris Fields (2-5 Fine, 4-6 Dense).

VICTORY CONDITIONS

- Space Stations score as Medium Clusters.
- All Space Stations are armed with Mass Driver Armament and Laser Armament.
- The player that deals the final point of damage to the Ether Drake scores 12VP.

CONTROLLING THE DRAKE

- The Ether Drake is deployed in the centre of the board.
- The Ether Drake activates at the end of the roundup phase and is controlled by the player that activated second this round.
- When activated the Ether Drake moves (see below) followed by attacking with any and all weapons it is able to.
- To move the Ether Drake, roll 1D3. On a 1 the Ether Drake moves its Thrust forwards. On a 2 it turns 90° to the left, then moves its Thrust forwards. On a 3 it turns 90° to the right, then moves its Thrust forwards. If the Ether Drake would move off of the table, rotate it 180° and continue its movement.
- After moving, the Ether Drake now turns directly towards the last ship that attacked it (including those that launched launch assets) and shoots any weapons it is able to.
- Once both these actions are completed the Ether Drake's activation ends.