

Drazi Sunhawk Battlecruisers

SPECS

Classification : HCV
In Service : 2198
Point Value : 525
Ramming Factor : 130
Jump Delay : N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defence : 14
Stb/Port Defence : 13
Engine Efficiency : 2/1
Extra Power : +2
Initiative Bonus : +8

WEAPON DATA

Particle Blaster
Class : Particle
Mode : Standard
Damage : 1d10+12
Range Penalty : -1 per 2 hexes
Fire Control : +4/+4/+0
Intercept Rating : n/a
Rate of Fire : 1 per 2 turns

Particle Cutter
Class : Particle
Mode : Sustained
Damage : 2d10+12
Range Penalty : -1 per 2 hexes
Fire Control : +4/+3/+2
Intercept Rating : n/a
Rate of Fire : 1 per 2 turns
Shots at fighters are resolved in standard (not sustained) mode.

Standard Particle Beam

Class : Particle
Mode : Standard
Damage : 1d10+6
Range Penalty : -1 per hex
Fire Control : +4/+4/+4
Intercept Rating : -2
Rate of Fire : 1 per turn

SIDE HITS

1-3 : Port/Strb Thruster
4-7 : Particle Blaster
8-9 : Std Particle Beam
10-18 : Port/Strb Structure
19-20 : PRIMARY Hit

PRIMARY HITS

1-8 : Primary Structure
9-11 : Fwd/Aft Thruster
12 : Particle Cutter
13-14 : Sensors
15-16 : Engine
17 : Hangar
18-19 : Reactor
20 : C & C

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

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)

