

Version 2: 2E/SF

Name: _____ Counter: _____

Drazi Pulsehawk Battlecruiser



SPECS

Class: Hvy Combat Vsl
In Service: 2198
Point Value: 675
Ramming Factor: 130
Jump Delay: N/A

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
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 2
Initiative Bonus: +8

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

Pulse Blaster

Class: Particle
Mode: Pulse
Damage: 1d10+12
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+1
Intercept Rating: n/a
Rate of Fire: Varies

Particle Cutter

Class: Particle
Modes: 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
Modes: 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/Stb Thrust
4-7: Pulse Blaster
8-9: Std Particle Beam
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

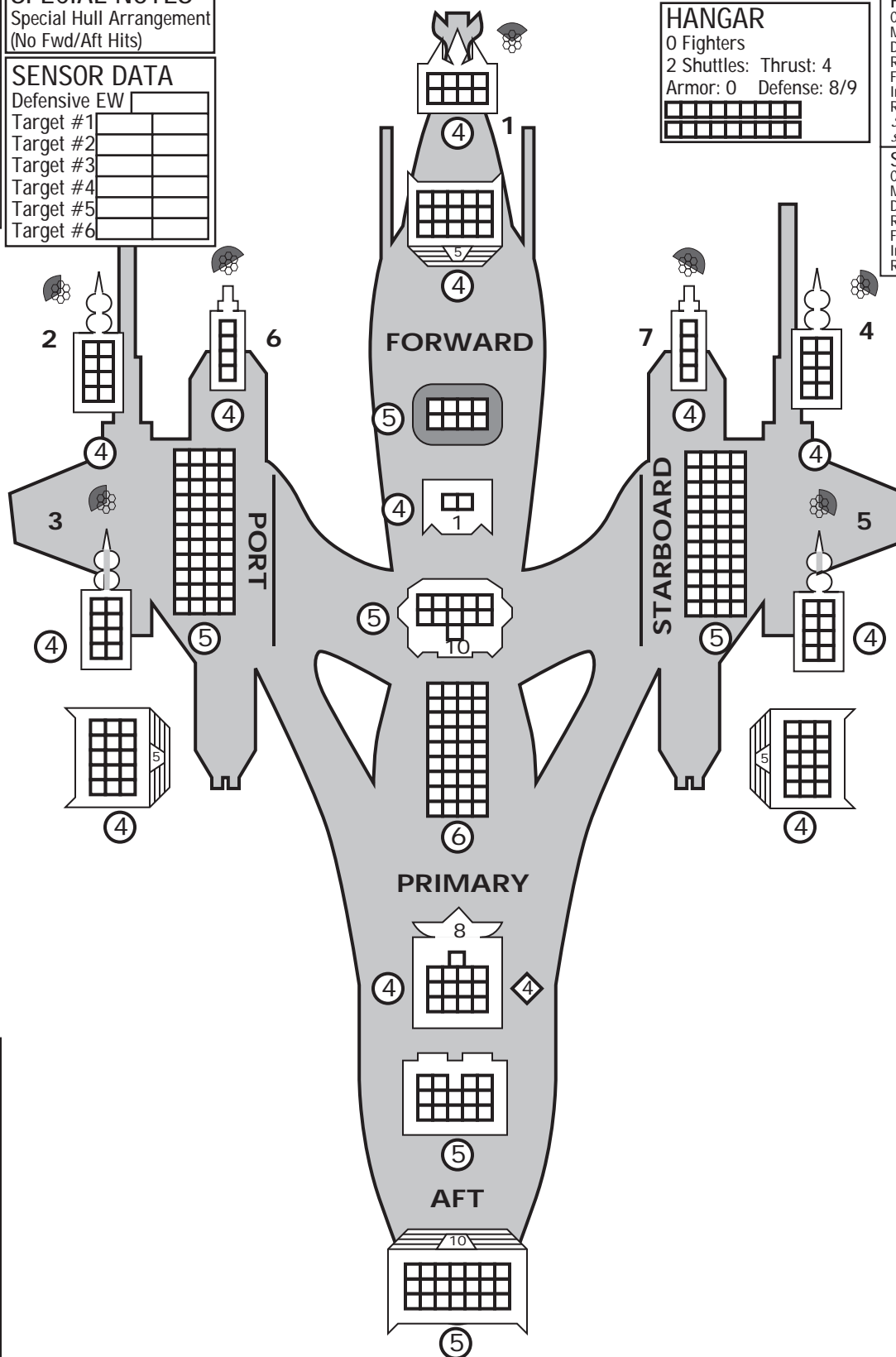
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Cutter
- Pulse Blaster
- Std Particle Beam