



Drazi Bloodraptor Fleet Cruiser

SPECS Class: Capital Ship In Service: 2246 Point Value: 650 Ramming Factor: 170 Jump Delay: N/A	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 13 Engine Efficiency: 2/1 Extra Power: +2 Initiative Bonus: +2
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Hvy Particle Cannon Class: Particle Mode: Raking Damage: 6d10+60 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 6 turns

Solar Cannon Modes: Standard Damage: 1d5+12 Range Penalty: -1 per 2 hexes Fire Control: +5/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: Damage scored is repeated on the structure
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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
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Particle Repeater Class: Particle Modes: Standard Damage: 2d10 Range Penalty: -1 per hex Fire Control: +2/+2/+4 Intercept Rating: -1 per shot Rate of Fire: 10r more per turn

FORWARD HITS
1-4: Retro Thrust 5-7: Hvy Particle Cannon 8-10: Particle Repeater 11-18: Forward Structure 19-20: PRIMARY Hit

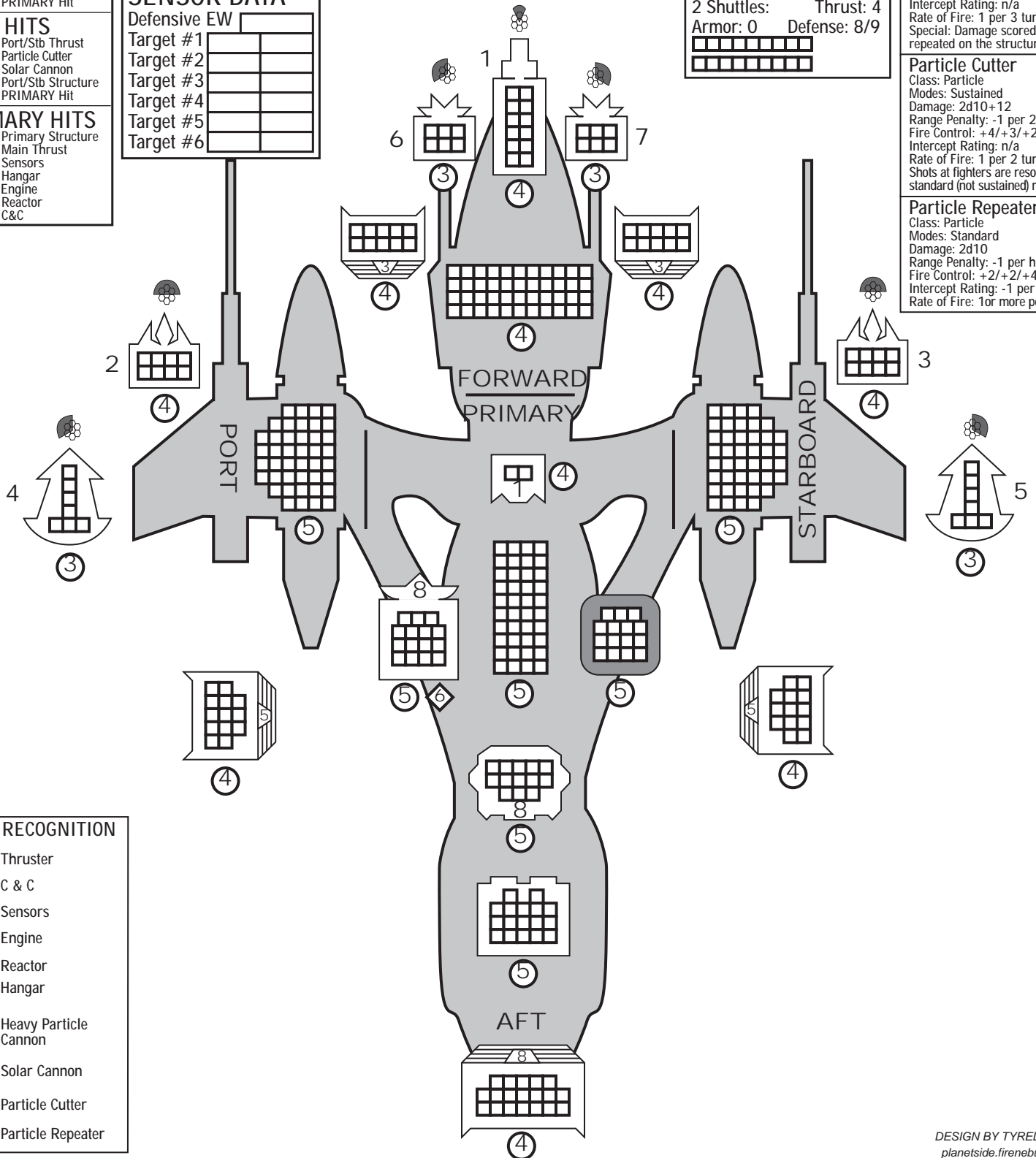
SPECIAL NOTES
Limited Availability (33%)

SIDE HITS
1-4: Port/Stb Thrust 5-7: Particle Cutter 8-10: Solar Cannon 11-18: Port/Stb Structure 19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

PRIMARY HITS
1-9: Primary Structure 10-12: Main Thrust 13-14: Sensors 15-16: Hangar 17-18: Engine 19: Reactor 20: C&C

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Heavy Particle Cannon
Solar Cannon
Particle Cutter
Particle Repeater