



Draconian Imperial Battlecruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 17	
In Service: 2390		Turn Delay: 1 x Speed		Stb/Port Defense: 18	
Point Value: 825		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 320		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Jump Delay: 15 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12				

WEAPON DATA

Assault Pulsar
 Class: Particle
 Modes: Pulse
 Damage: 20 1d3 times
 Maximum Pulses: 4
 Pulse Grouping: +1 per 5
 Range Pen: -1 per 4 hexes
 Fire Control: +2/-1/na
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
Note: Fire Control +4 vs Enormous, planetary or stationary targets

Energy Pulsar
 Class: Particle
 Modes: Pulse
 Damage: 10 1d2 times
 Maximum Pulses: 3
 Pulse Grouping: +1 per 5
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Dual Pulsar Turret
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -1
 Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
 5-7: Assault Pulsar
 8: Energy Pulsar
 9-11: Dual Pulsar Turret
 12-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-6: Port/Stb Hangar
 7-8: Energy Pulsar
 9-11: Dual Pulsar Turret
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-9: Dual Pulsar Turret
 10-11: Docking Bay
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
 9-12: Jump Engine
 13-14: Sensors
 15-16: Engine
 17-18: Reactor
 19-20: C&C

SPECIAL NOTES

Plasma Drive System

SENSOR DATA

Defensive EW

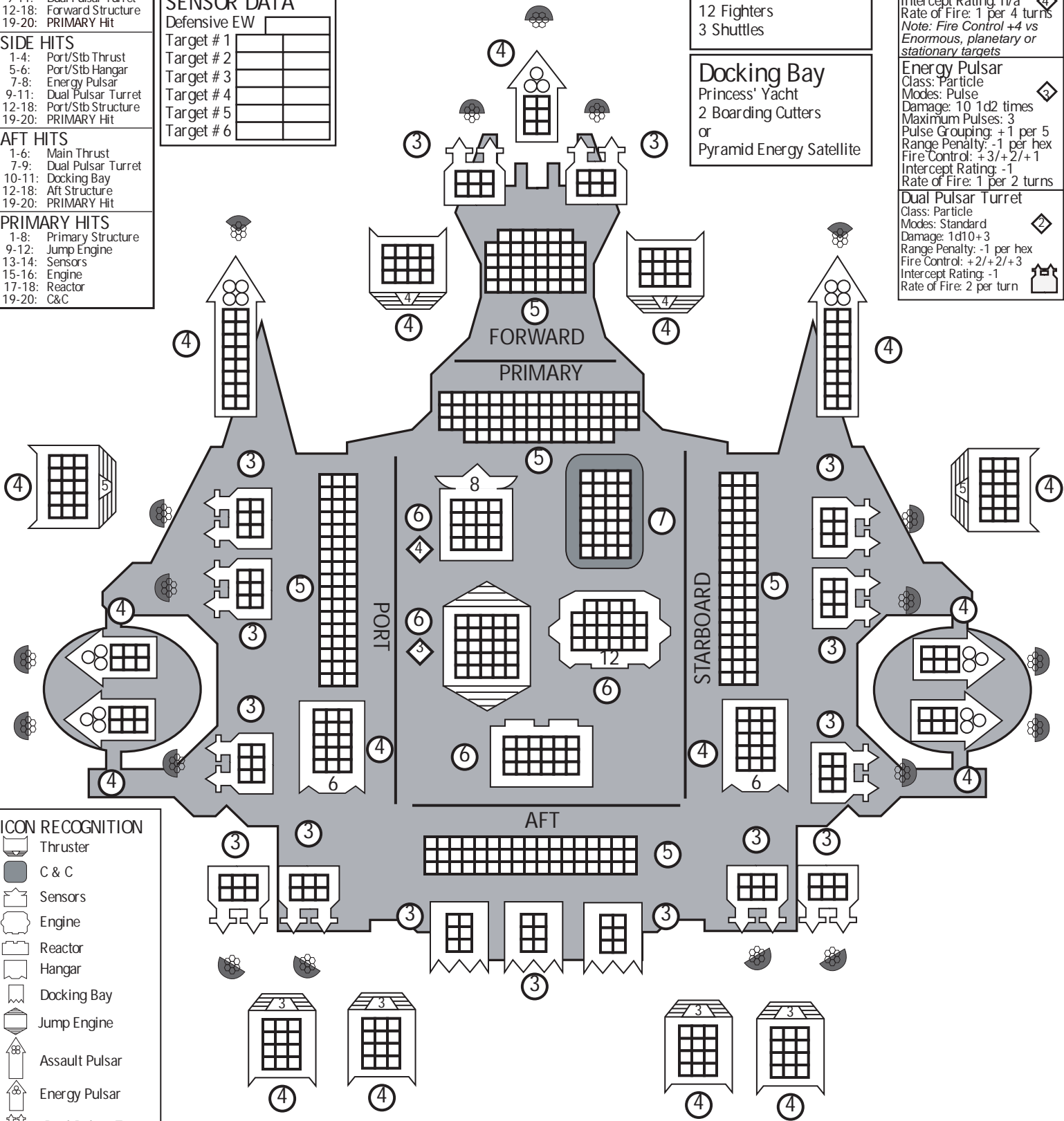
Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

SIDE HANGARS

12 Fighters
 3 Shuttles

Docking Bay

Princess' Yacht
 2 Boarding Cutters
 or
 Pyramid Energy Satellite



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Docking Bay
- Jump Engine
- Assault Pulsar
- Energy Pulsar
- Dual Pulsar Turret