



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

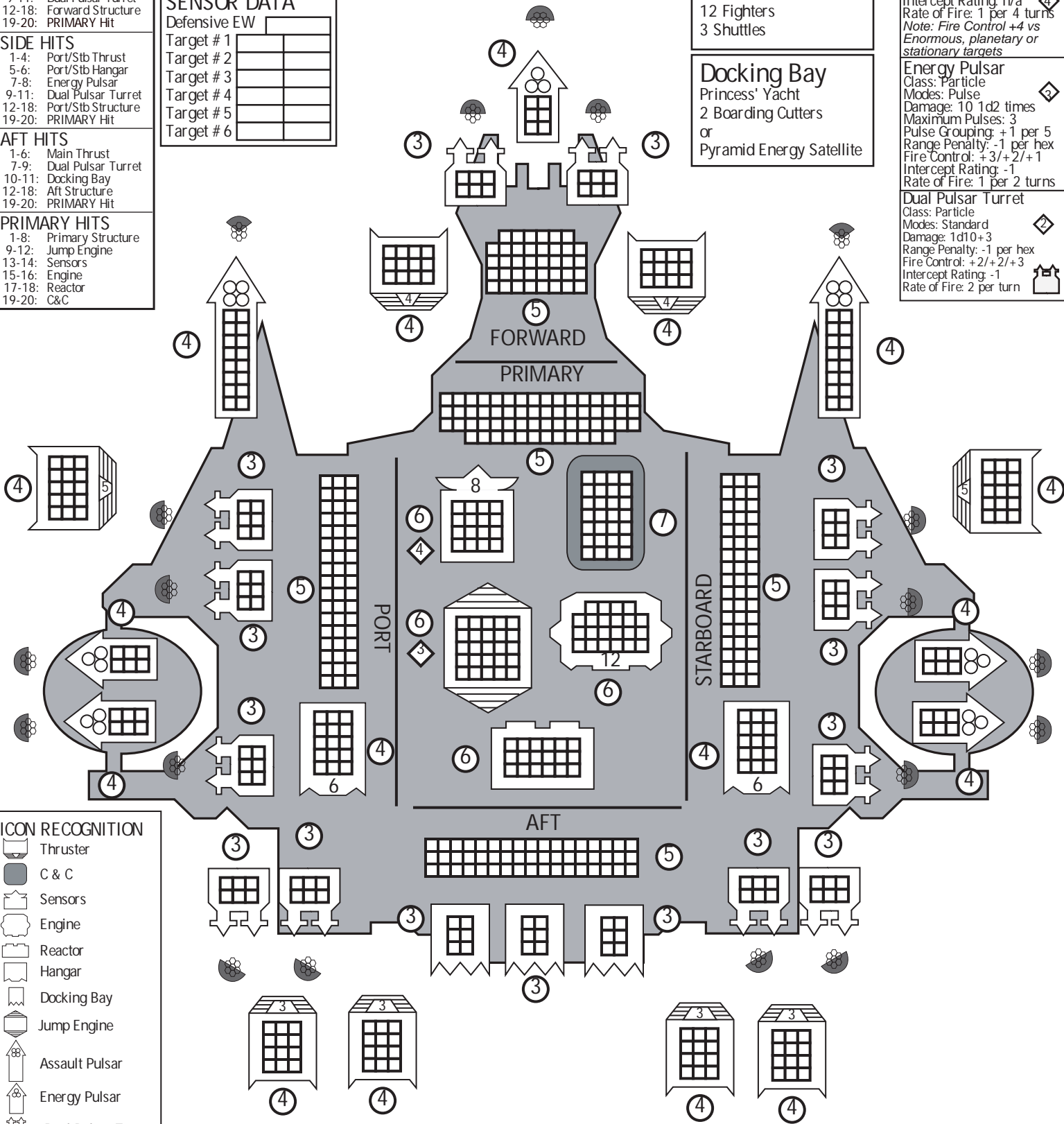
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

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