



# Draconian Energy Pyramid (4)

|   |  |   |
|---|--|---|
| <b>SPECS</b><br>Class: LCV<br>In Service: 2491<br>Point Value: 250<br>Ramming Factor: 20<br>Jump Delay: N/A | <b>MANEUVERING</b><br>Turn Cost: 1/4<br>Turn Delay: 1/4<br>Accel/Decel Cost: 2 thrust<br>Pivot Cost: 1+1 thrust<br>Roll Cost: 1+1 thrust | <b>COMBAT STATS</b><br>Fwd/Aft Defense: 10/6<br>Stb/Port Defense: 11/7<br>Engine Efficiency: 2/1<br>Extra Power: 0<br>Initiative Bonus: +12 |
| <b>Speed</b>  | 1 2 3 4 5 6 7 8 9 10 11 12   |   |
| Turn Cost   | 1 1 1 1 2 2 2 2 3 3 3 3  |   |
| Turn Delay  | 1 1 1 1 2 2 2 2 3 3 3 3  |   |

|   |   |
|---|---|
| <b>WEAPON DATA</b>  |   |
| <b>Assault Pulsar</b><br>Class: Particle<br>Modes: Pulse<br>Damage: 25 1d3 times<br>Maximum Pulses: 4<br>Pulse Grouping: +1 per 5<br>Range Pen: -1 per 4 hexes<br>Fire Control: +2/-1/na<br>Intercept Rating: n/a<br>Rate of Fire: 1 per 4 turns<br><i>Note: Fire Control +4 vs Enormous, planetary or stationary targets</i> | ↑ |
| <b>Energy Pulsar</b><br>Class: Particle<br>Modes: Pulse<br>Damage: 10 1d2 times<br>Maximum Pulses: 3<br>Pulse Grouping: +1 per 5<br>Range Penalty: -1 per hex<br>Fire Control: +3/+2/+1<br>Intercept Rating: -1<br>Rate of Fire: 1 per 2 turns  | ◇ |

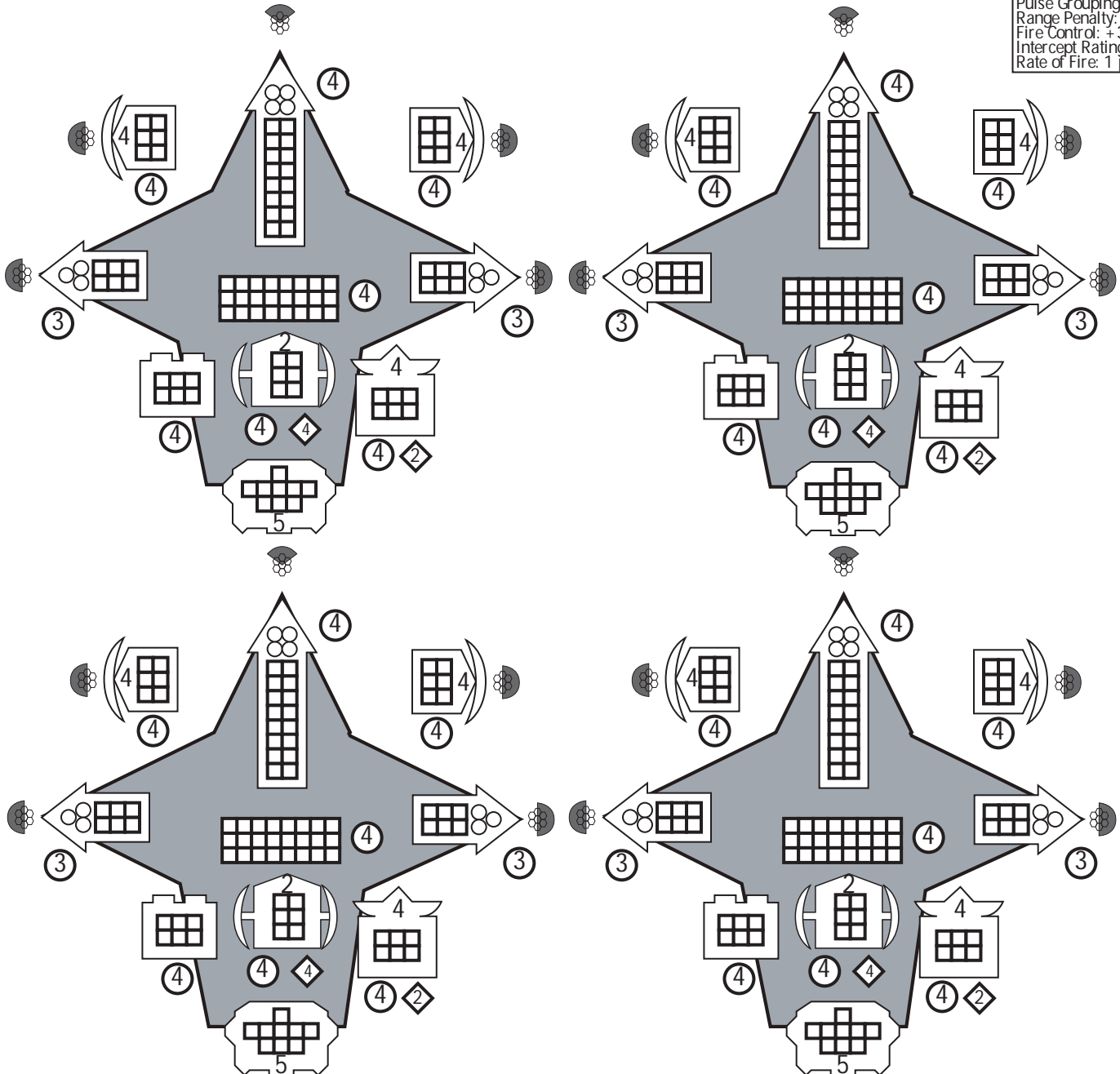
**HIT LOCATIONS**

- 1-6: Structure
- 7-10: Assault Pulsar
- 11-12: Energy Pulsar
- 13: Shield Generator
- 14-15: EM Shield
- 16-17: Engine
- 18-19: Reactor
- 20: Control

**SENSOR DATA**

Defensive EW

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



**ICON RECOGNITION**

|         |               |                |                  |
|---------|---------------|----------------|------------------|
| Control | Reactor       | Assault Pulsar | Shield Generator |
| Drive   | Energy Pulsar | EM Shield      |                  |

**EM Shield** ◇

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.