



Hapan Battle Dragon

SPECS

Class: Capital Ship
 In Service: --
 Point Value: 875
 Ramming Factor: 200
 Hyper Cost: 12 Power

MANEUVERING

Turn Cost: 3/2 Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Sth/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Proton Torpedo Tube

Class: Ballistic
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 5
 Grouping Range: +1 per 3
 Range: 30 hexes
 Fire Control: +4/+3/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Triple Ion Cannon

Class: Ion
 Mode: Ion
 Damage: 3/+10/d10
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-2
 Interception Rating: n/a
 Rate of Fire: 1 per 2 turns

Pulse Mass Generator

Class: Ballistic
 Mode: Proximity
 Damage: Special
 Maximum Range: 30
 Range Penalty: None
 Fire Control: N/A
 Intercept Rating: N/A
 Rate of Fire: 1 per 2 turns
 NOTE: Creates mass shadow, 5 hex radius. No hyperdrive can be used within that radius, for every hex out from that radius, 50% chance of failure, -5% per hex.

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Triple Ion Cannon
- 7-10: Facing Section
- Hapan TL (SCS page 2)
- 11-17: Forward Struct
- 18-20: PRIMARY Hit

SIDE HITS (Fwd&Aft Side)

- 1-4: Port/Sth Thrust
- 5: Triple Ion Cannon
- 6-9: Facing Section
- Hapan TL (SCS page 2)
- 10: Mass Pulse Generator
- 11-17: Port/Sth Struct
- 18-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5: Triple Ion Cannon
- 6-9: Facing Section
- Hapan TL (SCS page 2)
- 10-11: Engine
- 12-17: Aft Struct
- 18-20: PRIMARY Hit

PRIMARY HITS

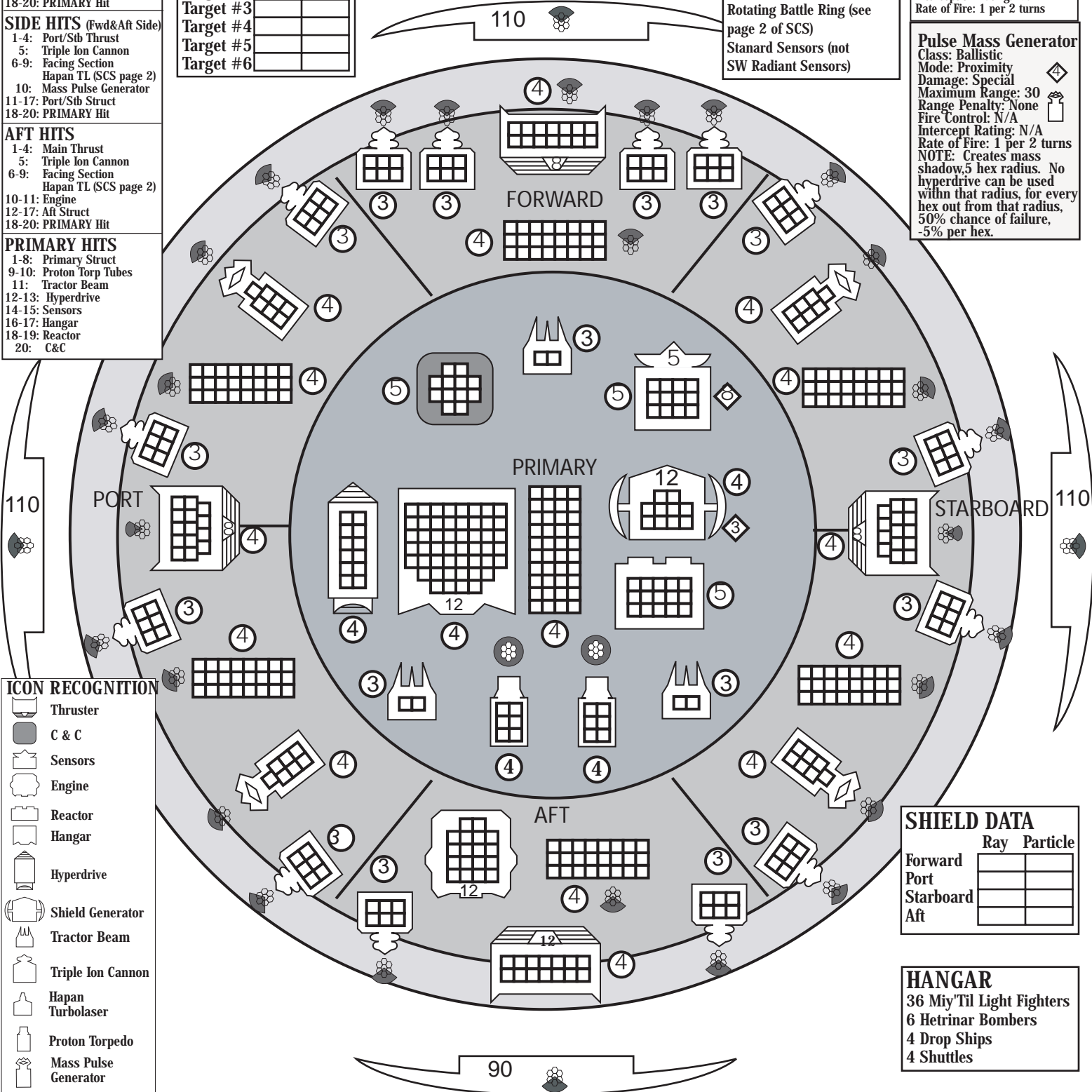
- 1-8: Primary Struct
- 9-10: Proton Torp Tubes
- 11: Tractor Beam
- 12-13: Hyperdrive
- 14-15: Sensors
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

SENSOR DATA

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

SPECIAL NOTES

Rotating Battle Ring (see page 2 of SCS)
 Standard Sensors (not SW Radiant Sensors)



ICON RECOGNITION

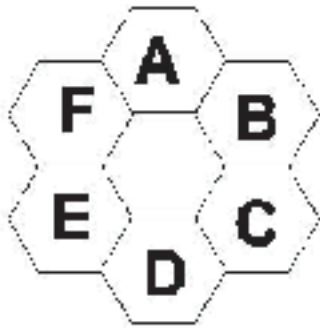
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Triple Ion Cannon
- Hapan Turbolaser
- Proton Torpedo
- Mass Pulse Generator

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

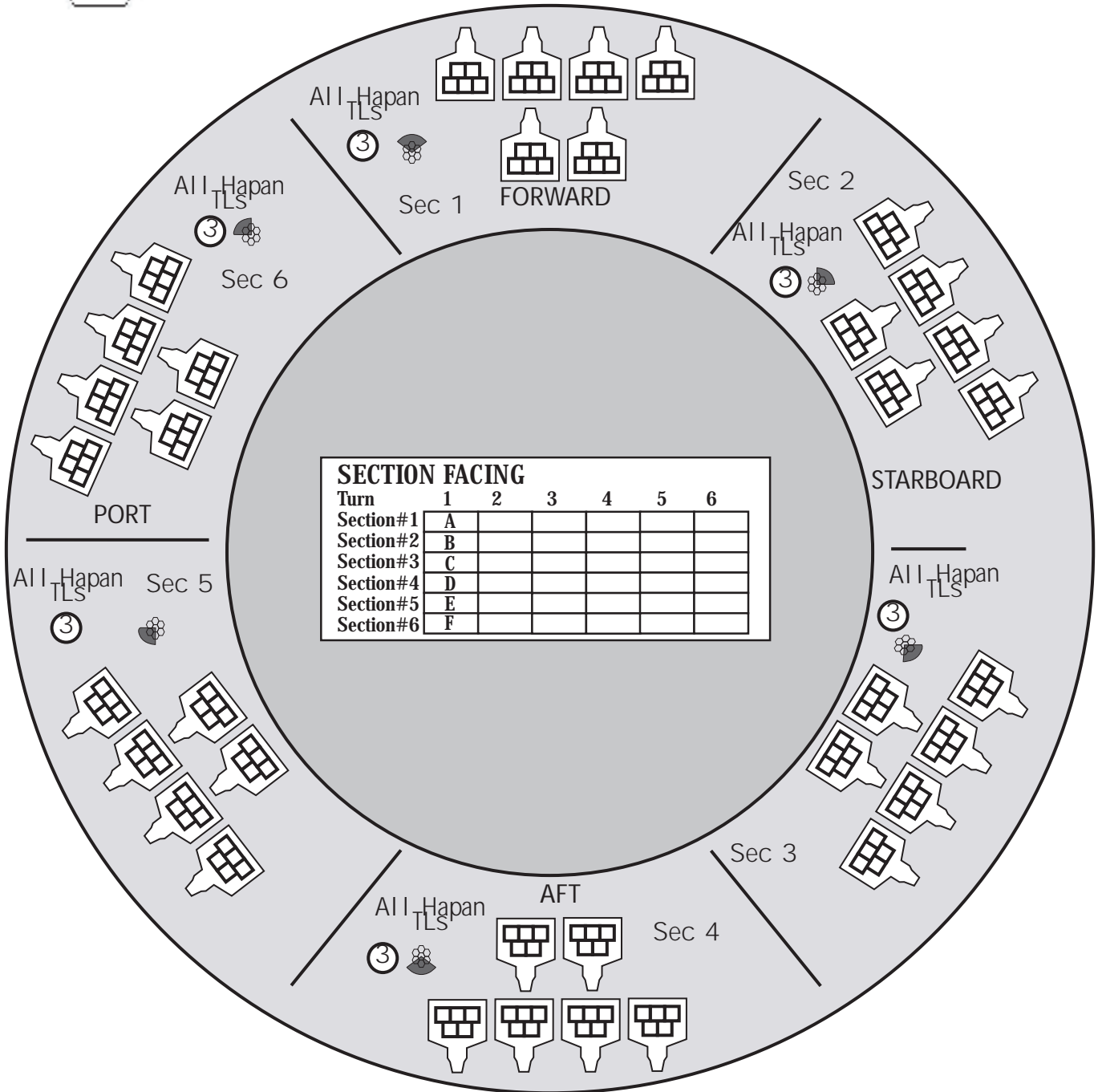
HANGAR

- 36 Miy'Til Light Fighters
- 6 Hetrinar Bombers
- 4 Drop Ships
- 4 Shuttles



HAPAN BATTLE DRAGON ROTATING BATTLE RING

WEAPON DATA	
Hapan Turbolaser	
Class: TurboLaser	
Mode: Standard	
Damage: 2d10+6	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/+1	
Interception Rating: -1	
Rate of Fire: 1 per 4 turns	



SECTIONAL ROTATION:
Each turn during the EW phase owner can rotate sections 1 hex facing either clockwise or counter clockwise. Note current facing in Section Facing Chart.