



Sunhawk Variant (Rare)

Version 2: 2E/SF

Name: _____

Counter: _____



Drazi Eyehawk Scout Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2228
Point Value: 600
Ramming Factor: 130
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 2
Initiative Bonus: +8

WEAPON DATA

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

SIDE HITS

1-4: Port/Stb Thrust
5-8: Std Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-9: Fwd/Aft Thrust
10-11: Jump Engine
12-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

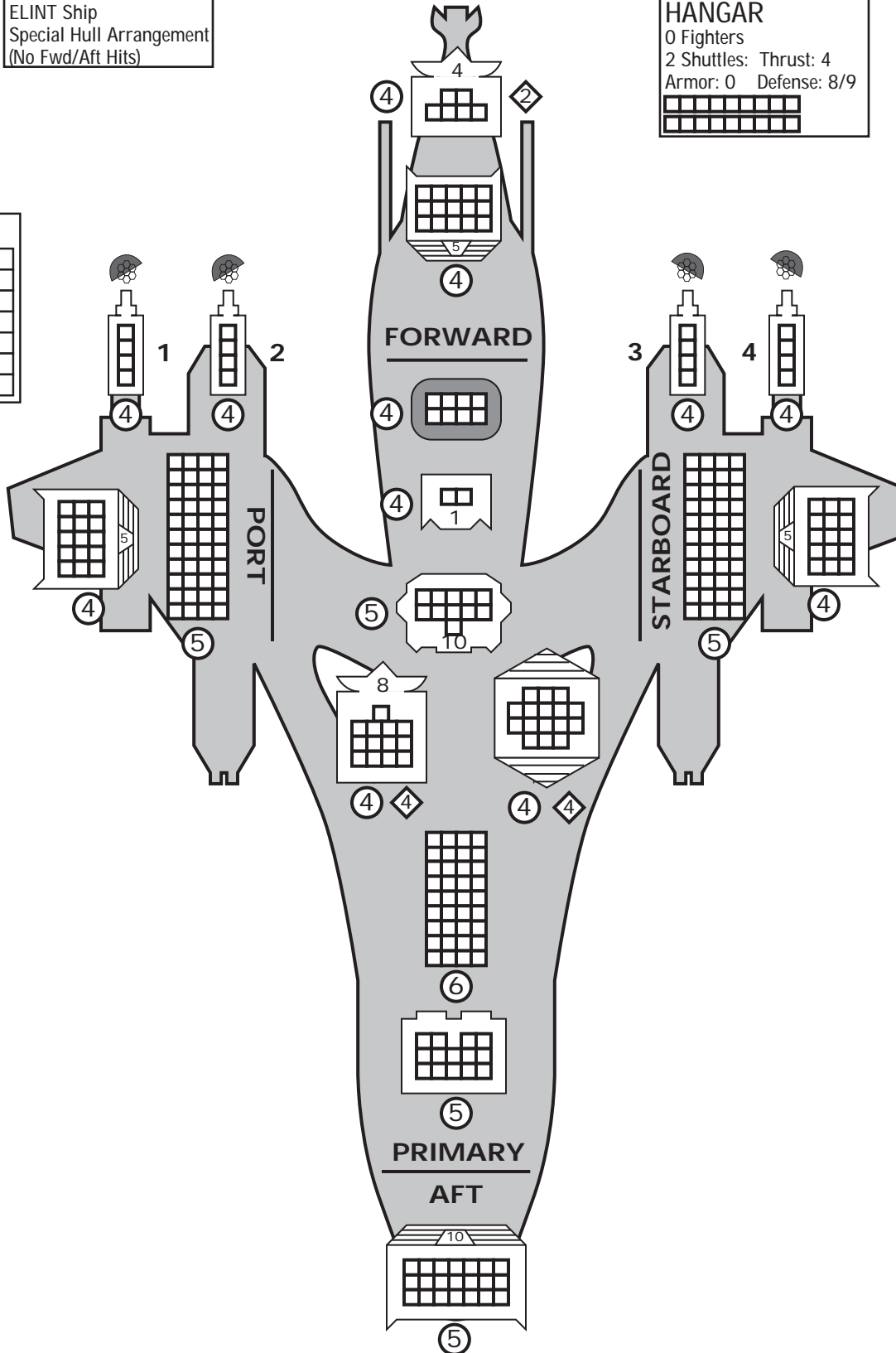
ELINT Ship
Special Hull Arrangement
(No Fwd/Aft Hits)

HANGAR

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

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam