

# Sunhawk Variant (Uncommon)

Version 2: 2E/SF

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## Drazi Jumphawk Command Cruiser

### SPECS

Class: Hvy Combat Vsl  
In Service: 2230  
Point Value: 500  
Ramming Factor: 130  
Jump Delay: N/A

### 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: +9

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

### WEAPON DATA

#### Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

#### Particle Blaster

Class: Particle  
Modes: Standard  
Damage: 1d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

#### 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

1-3: Port/Stb Thrust  
4-5: P. Blaster or Cannon  
6-7: Std P. Beam #6/#7  
8-18: Port/Stb Structure  
19-20: PRIMARY Hit

### PRIMARY HITS

1-6: Primary Structure  
7-9: Fwd/Aft Thrust  
10-11: Jump Engine  
12: Std Particle Beam #5  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Special Hull Arrangement  
(No Fwd/Aft Hits)

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

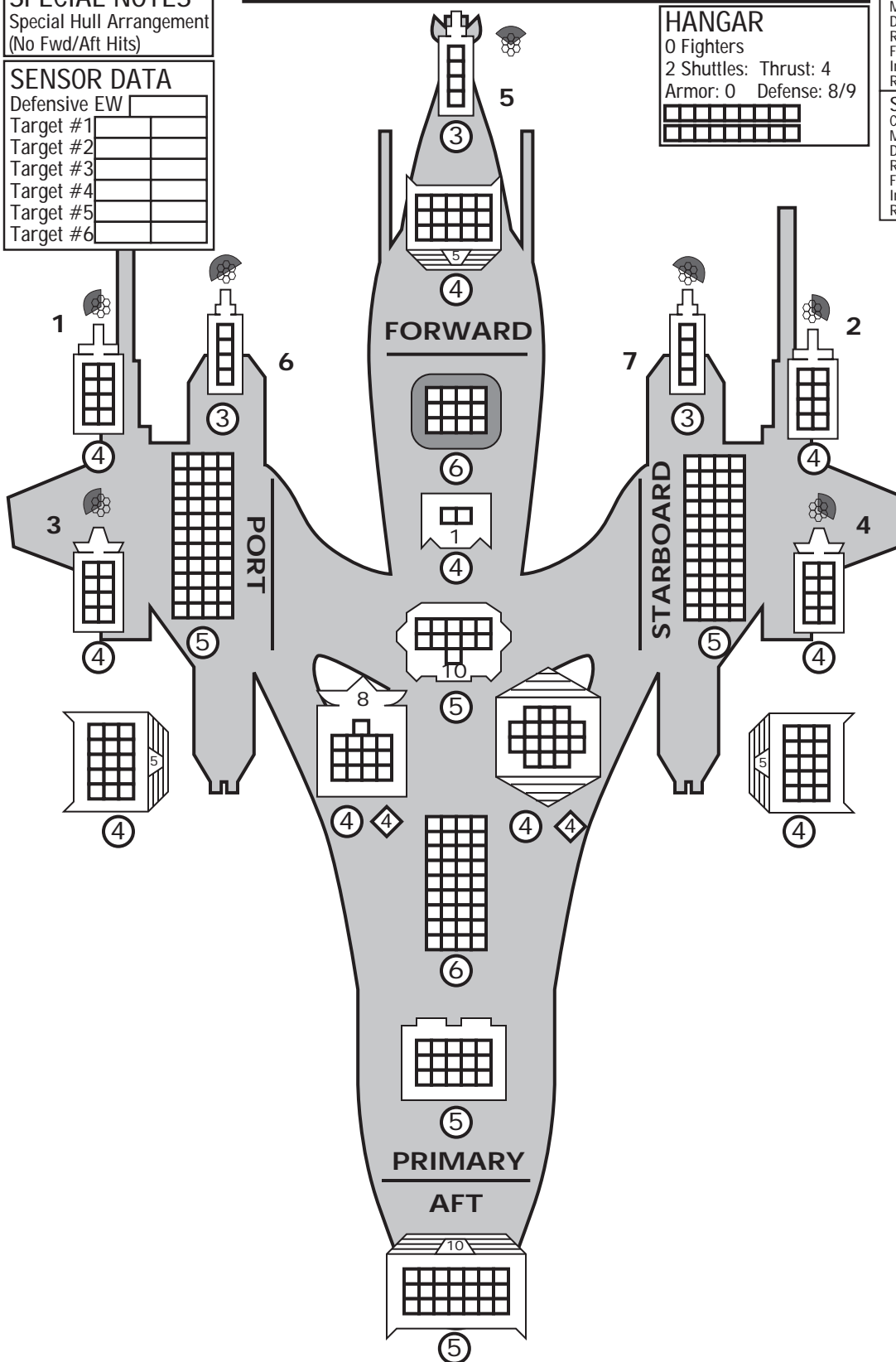
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



### ICON RECOGNITION

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