



2ND EDITION

Drazi Lanner class Battlecruiser

SPECS

Class: Capital Ship
In Service: 2255
Point Value:
Ramming Factor:
Jump Delay: 30

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +2

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	7
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Particle Cutter
Class: Particle
Modes: Sustained
Damage: 2d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Shots at fighters are resolved in standard (not sustained) mode

Particle Repeater
Class: Particle
Modes: Standard
Damage: 2d10
Range Penalty: -1 per hex
Fire Control: +2/+2/+4
Intercept Rating: -1 per shot
Rate of Fire: 10r more per turn

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

Solar Cannon
Class: Particle
Modes: Standard
Damage: 1d5+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Damage scored is repeated on the structure

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

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Particle Repeater
7-9: Particle Cutter
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4: Solar Cannon
5-6: Particle Blaster
7-8: Std Particle Beam
9: Particle Cutter
10: Twin Array
11-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9: Jump Engine
10-11: Main Thruster
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Special Hull Arrangement
(No Aft Hits)

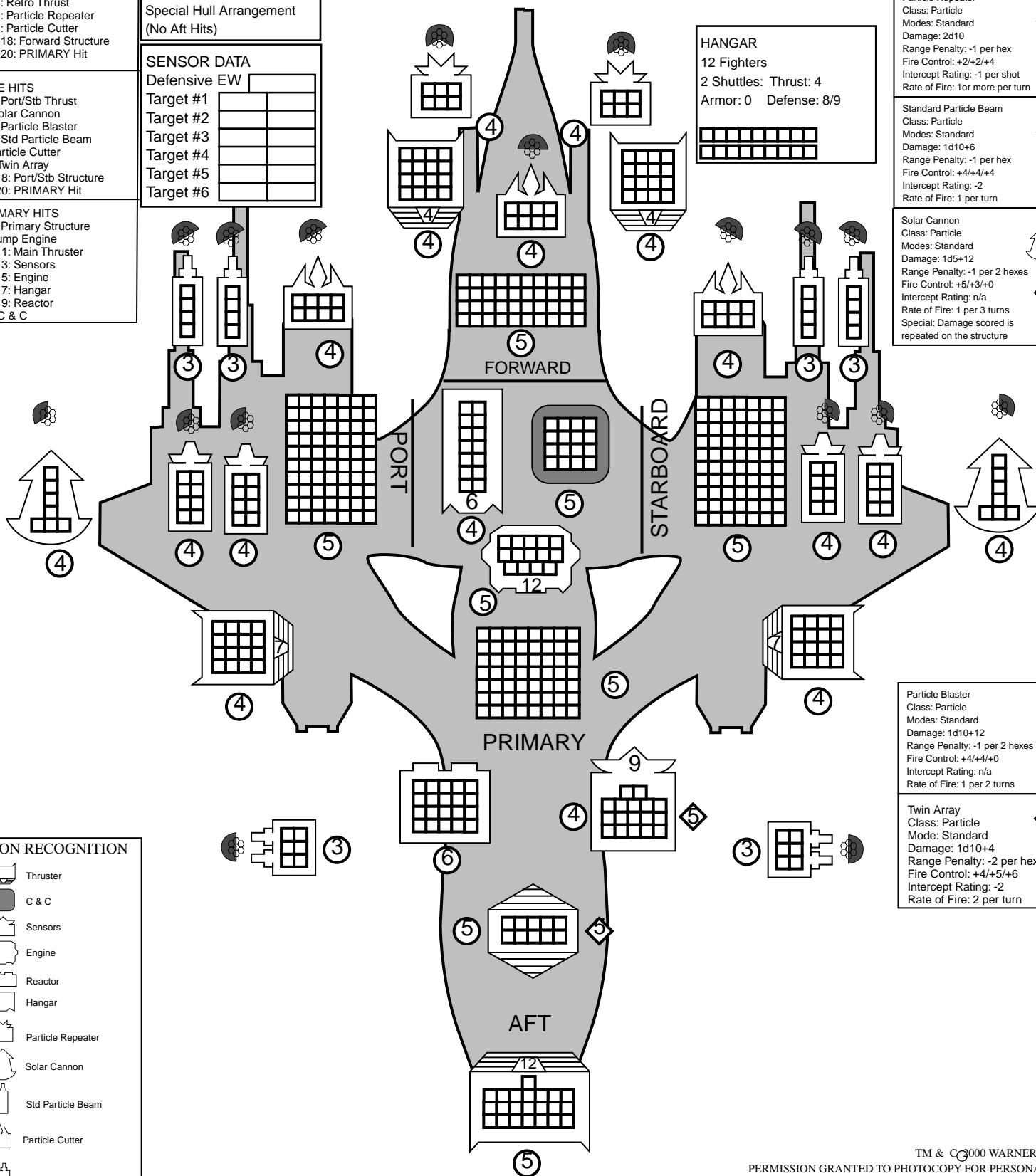
SENSOR DATA

Defensive EW

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

HANGAR

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



ICON RECOGNITION

