

Version 2: 2E/SF

Name: _____ Counter: _____



Drazi Pulsehawk Advanced BC

SPECS

Class: Hvy Combat Vsl
In Service: 2198
Point Value: 725
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 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: +4
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

Adv. Pulse Blaster
Class: Particle
Mode: Pulse
Damage: 1d10+12 1d2 Times
3 extra power: 1d3 pulses
6 extra power: 1d3+2 pulses
Maximum Pulses: 3, 4, or 6.
Pulse Grouping: +1 per 3
Fire Control: +6/+5/+3
Intercept Rating: -2, -3, -4
Rate of Fire: 1/2, 1/3, 1/4

Imp. Particle Cutter

Class: Particle
Modes: Sustained
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Shots at fighters are resolved in standard (not sustained) mode

Adv. Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+8
Range Penalty: -2 per 3 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

SIDE HITS

1-3: Port/Stb Thrust
4-7: Adv. Pulse Blaster
8-9: Adv. Particle Beam
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Imp. Particle Cutter
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

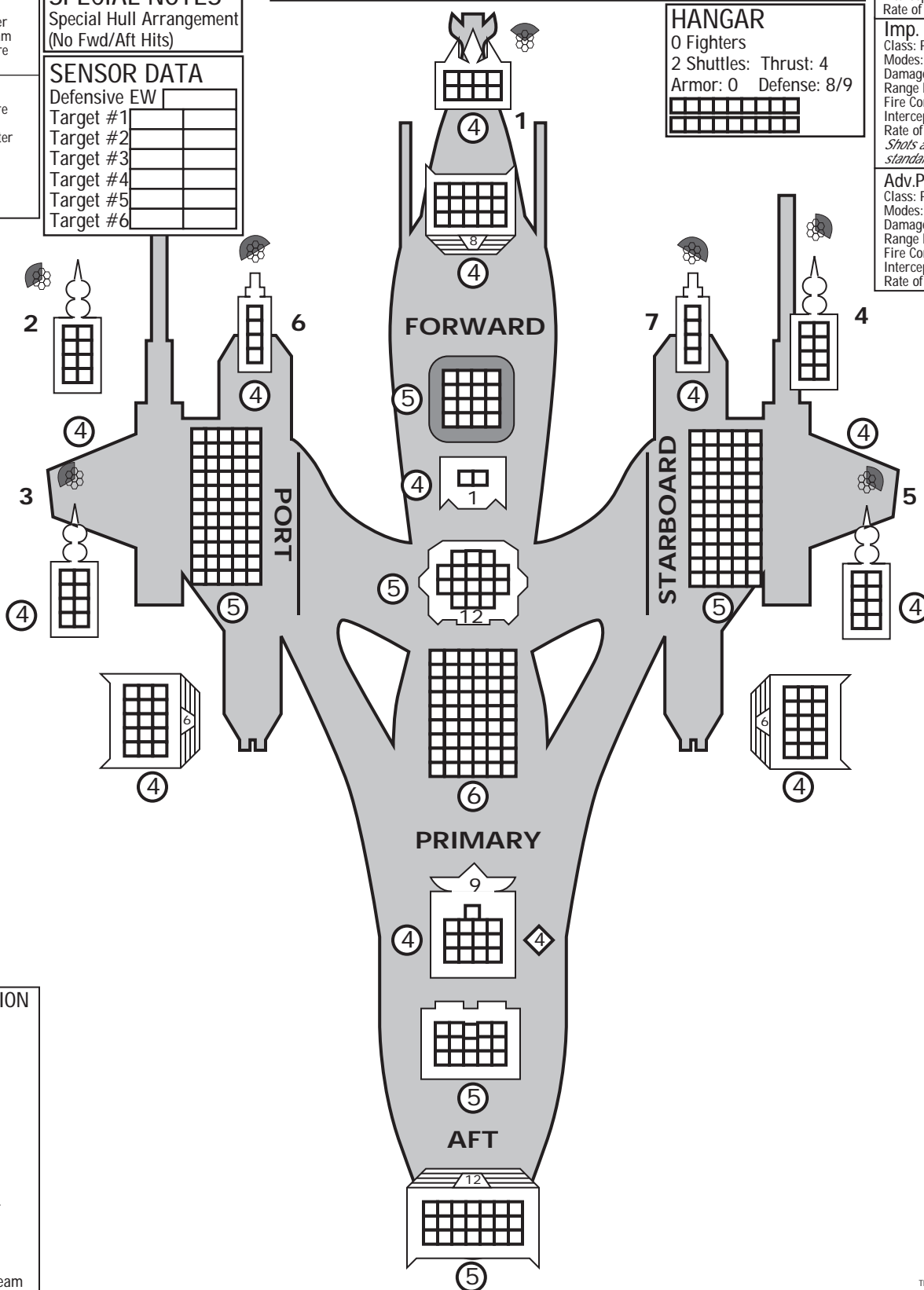
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



ICON RECOGNITION

