

# Drazi Preyhawk Battlecruiser (Pulse Cannon)

## SPECS

Class: Hvy Cmbt Vsl  
In Service: 2242  
Point Value: 675  
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: +4  
Initiative Bonus: +8

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

**Medium Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

## Light Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## SIDE HITS

1-3: Port/Stb Thrust  
4-7: Med. Pulse Cannon  
8-9: Lt. Pulse Cannon #6-7  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-11: Fwd/Aft Thrust  
12: Lt. Pulse Cannon #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

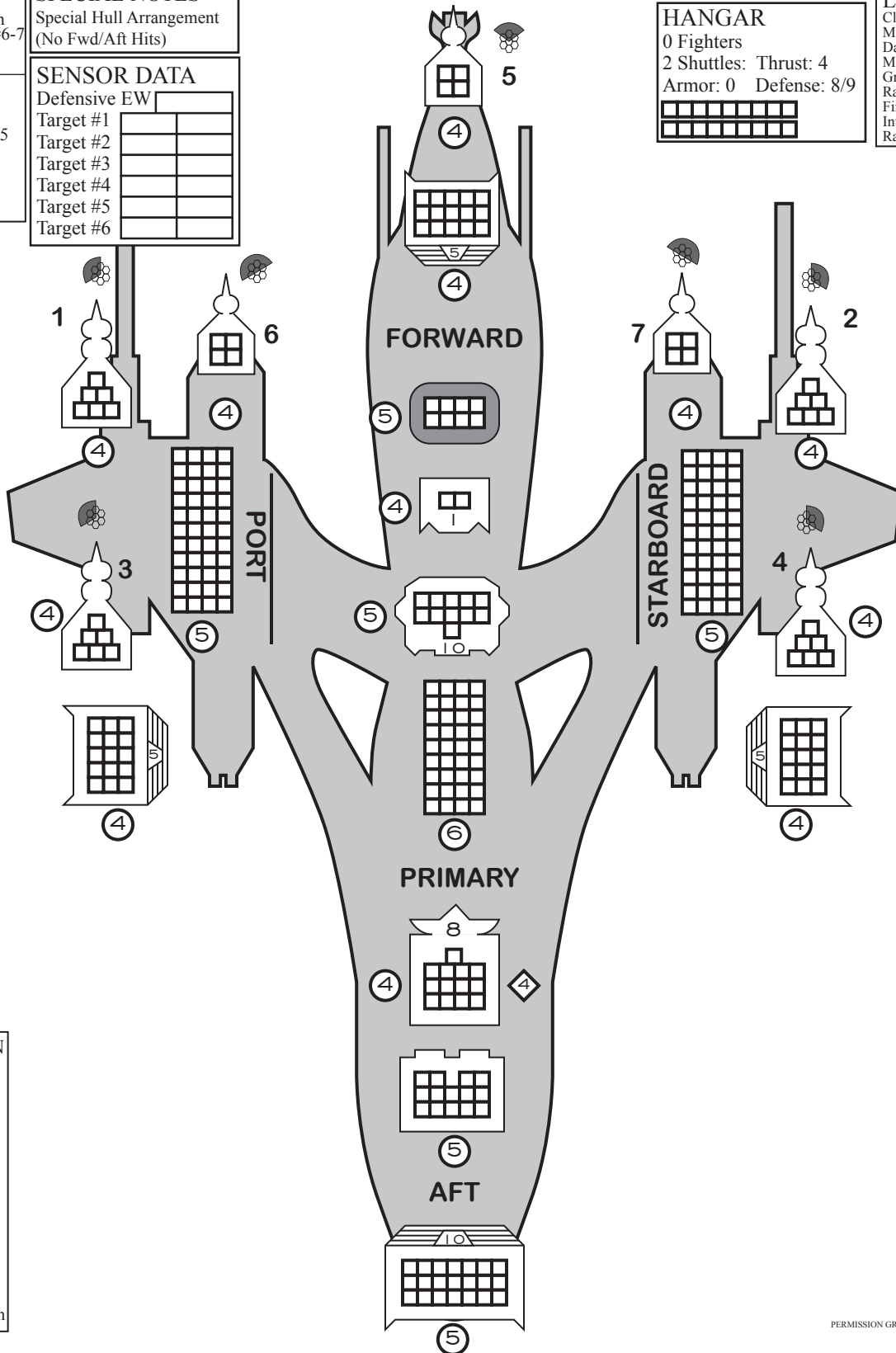
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Pulse Cannon
- Light Pulse Cannon