

# Drazi Preyhawk Battlecruiser (Matter Cannon)

## SPECS

Class: Hvy Cmbt Vsl  
In Service: 2200  
Point Value: 575  
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: +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

### Matter Cannon

Class: Matter  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/-2  
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

## SIDE HITS

1-3: Port/Stb Thrust  
4-7: Matter Cannon  
8-9: Twin Array #6-7  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-11: Fwd/Aft Thrust  
12: Twin Array #5  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Special Hull Arrangement  
(No Fwd/Aft Hits)

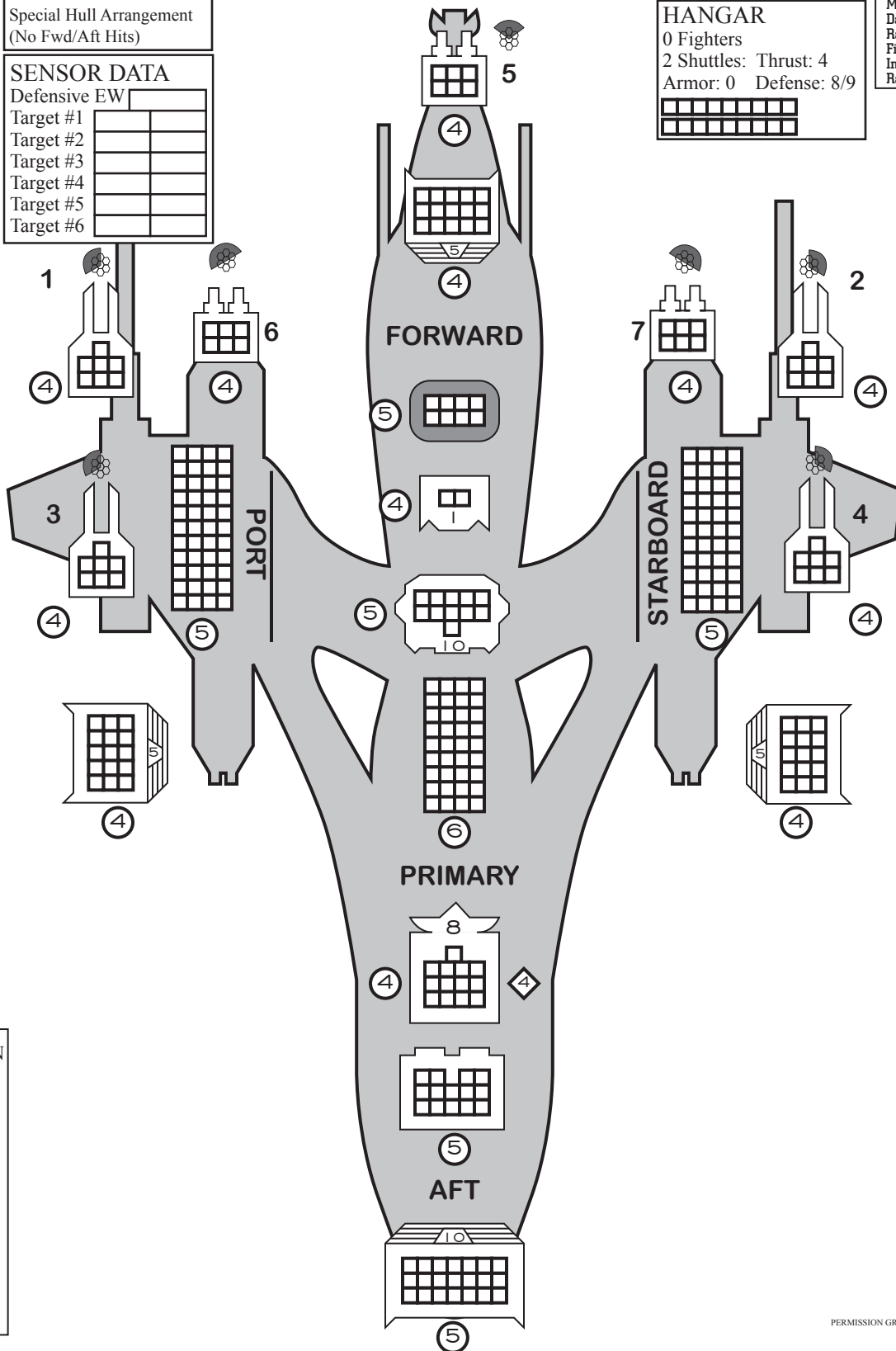
## SENSOR DATA

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
- Twin Array
- Matter Cannon