



2ND EDITION

Drazi Sunshrike Heavy Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2017
Point Value: 425
Ramming Factor: 100
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 3/1
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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 9/10

WEAPON DATA

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

Repeater Gun
Class: Particle
Modes: Standard
Damage: 1d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+2
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn

SIDE HITS

1-5: Port/Stb Thrust
6-8: Std Particle Beam
9-10: Hvy Part. Projector
11-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

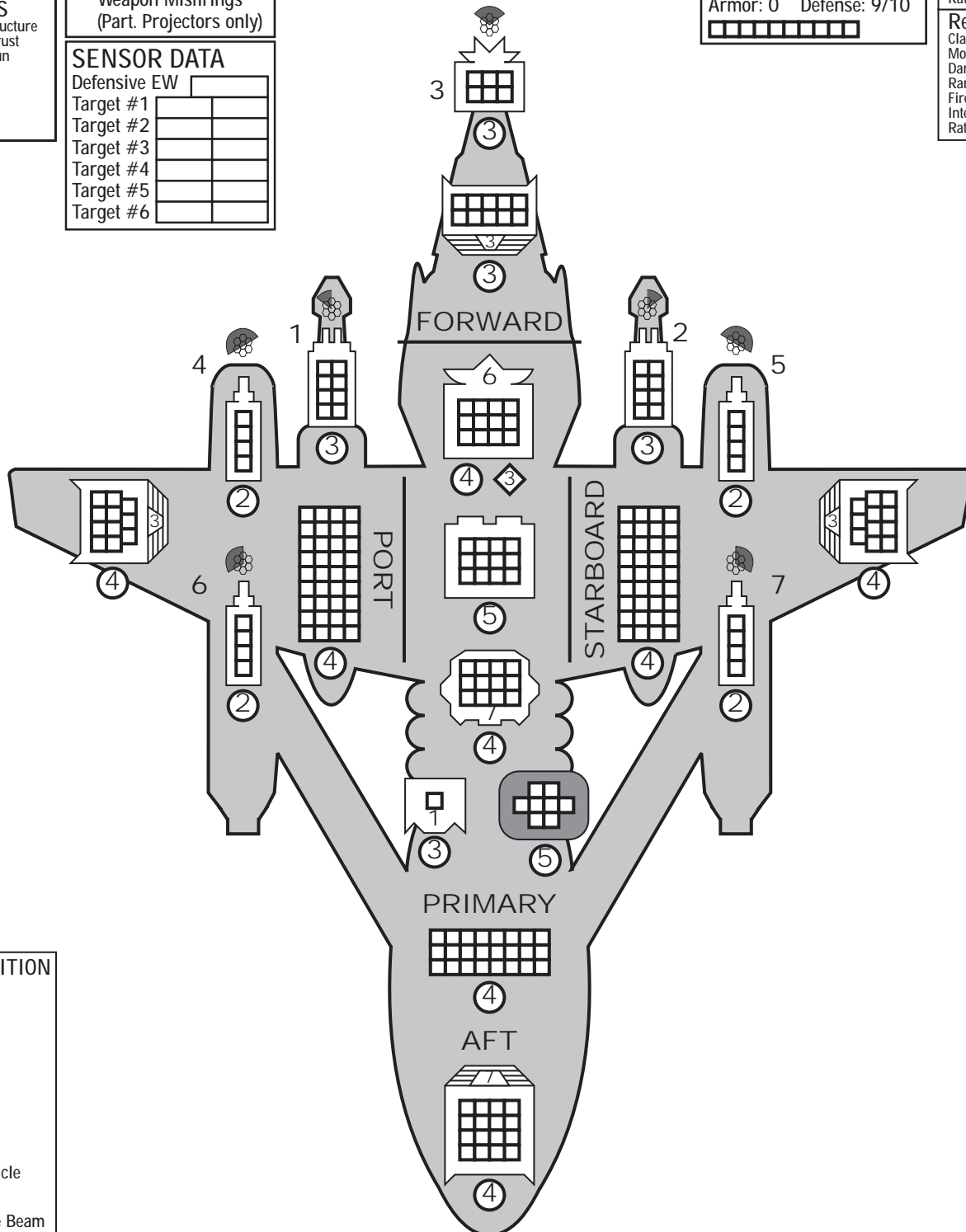
SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)
Unreliable (until 2045):
Weapon Misfirings
(Part. Projectors only)

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Particle Projector
- Std Particle Beam
- Repeater Gun