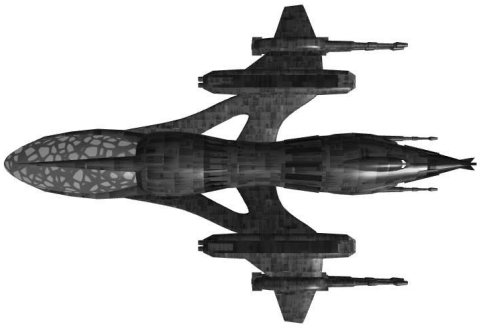


Sunhawk Variant (Rare)
Version 1: 2E/V3

Name: _____ Counter: _____

Drazi Preyhawk Battlecruiser

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 2232
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

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

WEAPON DATA

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Quad Pulsar
Class: Particle
Modes: Pulse
Damage: 14 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

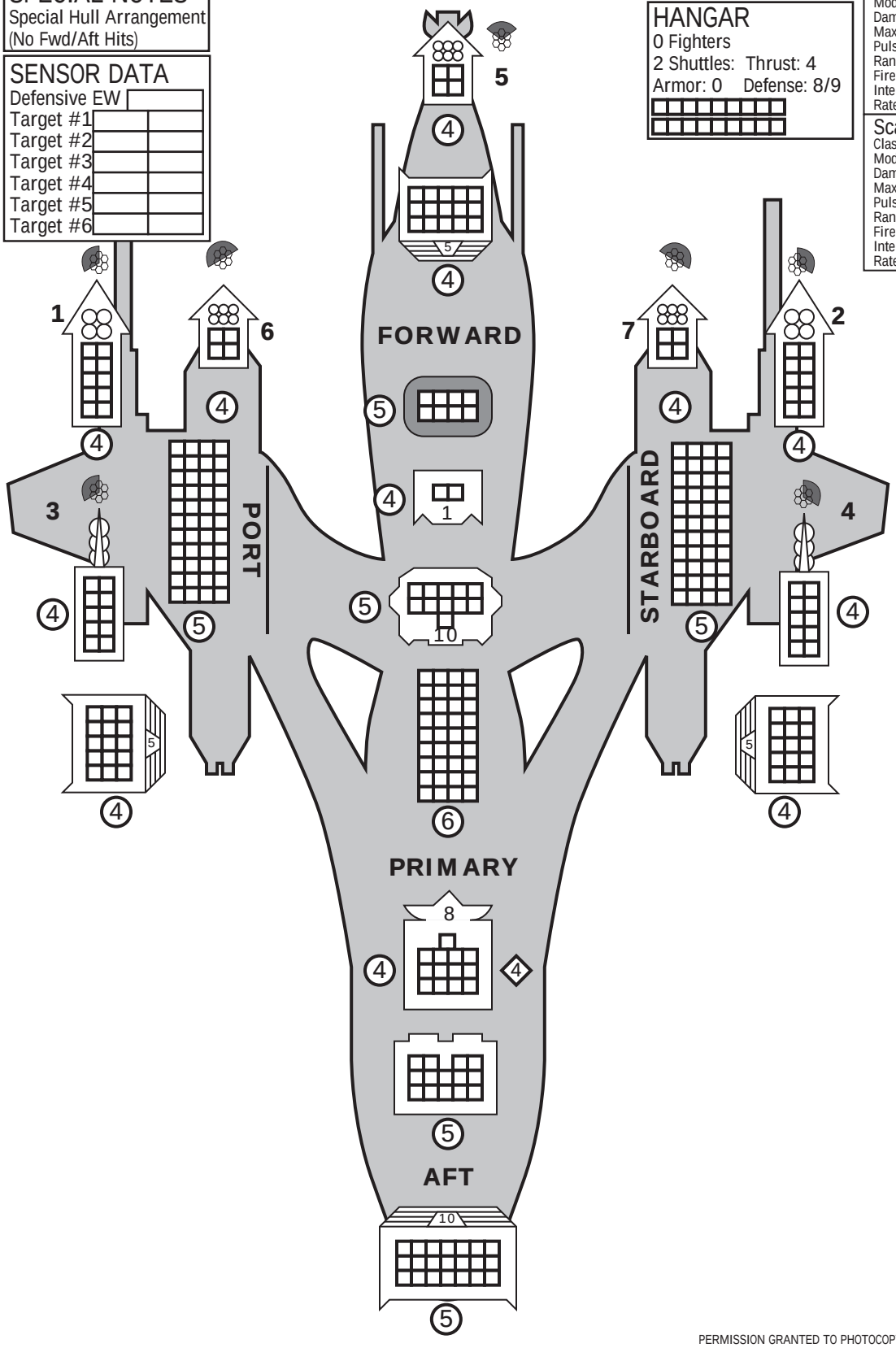
Scatter-Pulsar
Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

SIDE HITS
1-3: Port/Stb Thrust
4-5: Quad Pulsar
6-7: Heavy Bolter
8-9: Scatter-Pulsar #6-7
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Scatter-Pulsar #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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Heavy Bolter
Quad Pulsar
Scatter-Pulsar

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