

Drazi Shadow Sunhawk BC (Beam)

SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13	Light Molecular
In Service: 2263?	Turn Delay: 1/2 Speed	Stb/Port Defense: 12	Sliver Beam
Point Value: ?	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1	Class: Molecular
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0	Mode: Raking
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +8	Dmg, 1 Turn: 4d10+4
Speed	1 2 3 4 5 6 7 8 9 10 11 12		Dmg, 2 Turns: 6d10+6
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6		Dmg, 3 Turns: 8d10+8
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6		Range Penalty: -1 per 3 hexes

SIDE HITS
1-3: Port/Stb Thrust
4-7: Multiphased Cutter
8-9: Energy Diffuser
10-18: Port/Stb Structure
19-20: PRIMARY Hit











PRIMARY HITS
1-7: Primary Structure
8-10: Fwd/Aft Thrust
11-12: Molecular Slicer
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

Lt Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Light Slicer Beam
	Light Multiphased Cutter
	Energy Diffuser

