

# Sunhawk Variant (Common)

Version 2: 2E/SF

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## Drazi Darkhawk Missile Cruiser

### SPECS

Class: Hvy Combat Vsl  
In Service: 2214  
Point Value: 450  
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: 6  
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

#### Particle Cutter

Class: Particle  
Modes: Sustained  
Damage: 2d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 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

#### Class-S Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

### SIDE HITS

- 1-3: Port/Stb Thrust
- 4-5: Missile Rack
- 6-7: Std Particle Beam
- 8-18: Port/Stb Structure
- 19-20: PRIMARY Hit

### PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Fwd/Aft Thrust
- 12: Particle Cutter
- 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

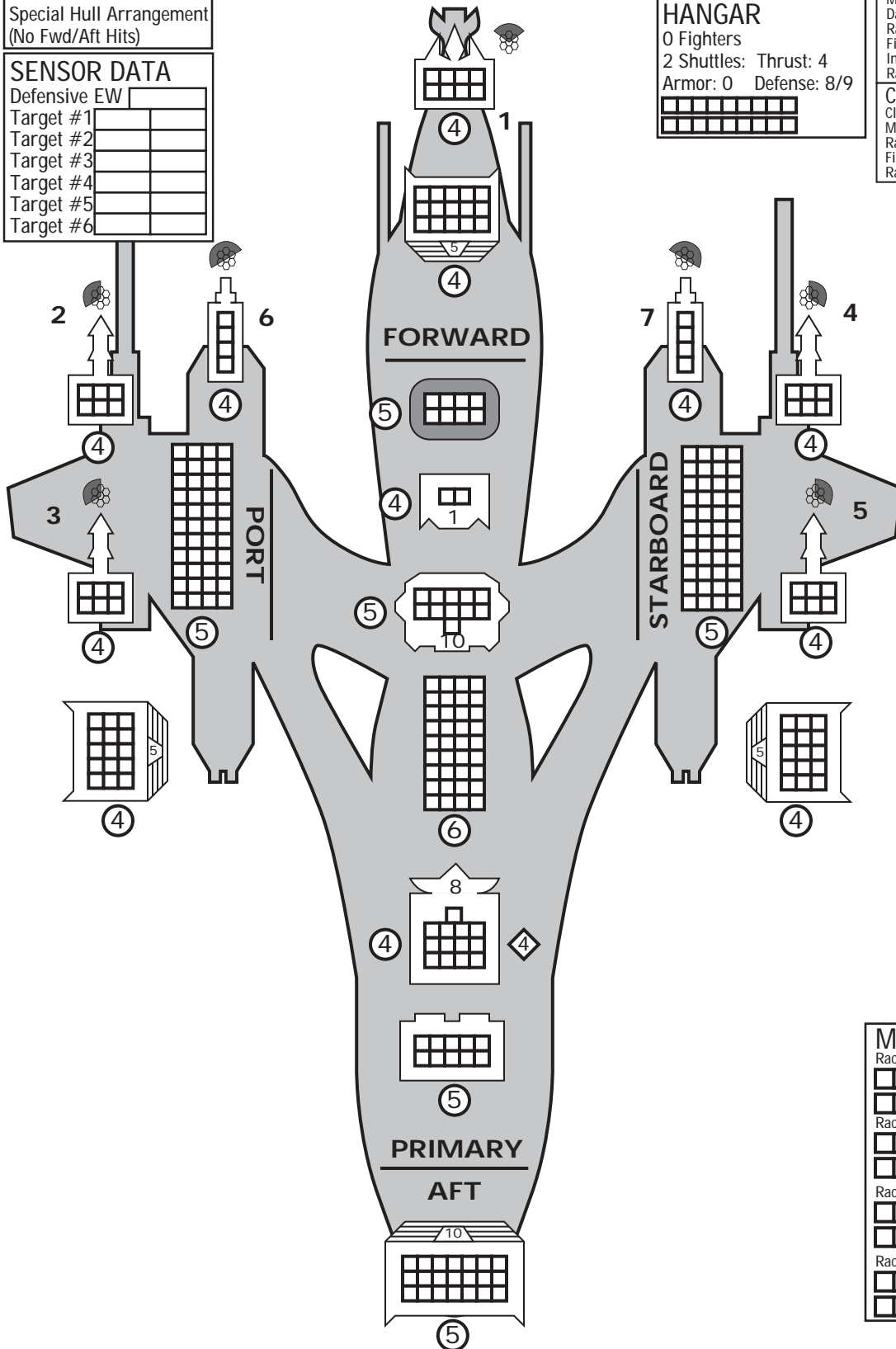
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Cutter
- Class-S Missile Rack
- Std Particle Beam

### MISSILES

Rack #2																				
Rack #3																				
Rack #4																				
Rack #5																				