

Sunhawk Variant (Uncommon)
Common after 2271

Name: _____ Counter: _____



Drazi Sunhawk Adv. Battlecruiser

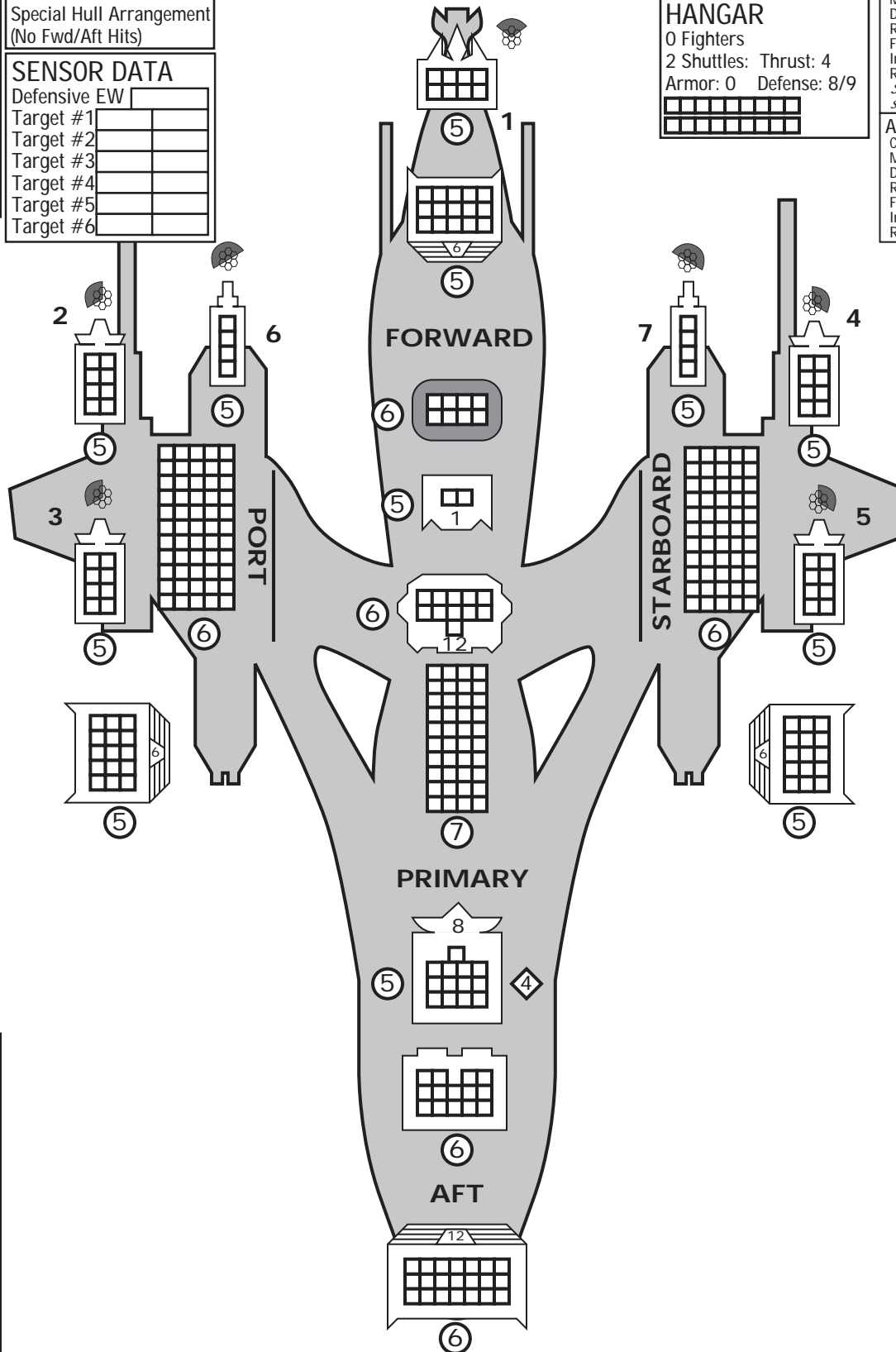
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2269	Turn Delay: 1/4 Speed	Stb/Port Defense: 13
Point Value: 725	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: +4
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +9
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 1 1 2 2 2 2 3 3 3 3	










WEAPON DATA
Adv. Particle Blaster
Class: Particle
Modes: Standard
Damage: 1d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn
Imp. Particle Cutter
Class: Particle
Modes: Sustained
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
<i>Shots at fighters are resolved in standard (not sustained) mode</i>
Advanced Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+8
Range Penalty: -1 per hex
Fire Control: +5/+5/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

SIDE HITS
1-3: Port/Stb Thrust
4-7: Particle Blaster
8-9: Std Particle Beam
10-18: 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
	Particle Blaster
	Std Particle Beam