

Drazi Preyhawk Accelerator Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Cmbt Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2245	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 700	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Power Deficit: -3
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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

Laser Accelerator
 Class: Laser
 Mode: Raking
 Damage: 4d10+16
 Range Penalty: -1 per 3 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per 2 turns: 2d10+6
 1 per 3 turns: 3d10+10

Pulse Accelerator
 Class: Laser
 Mode: Pulse
 Damage: 12 1d3 times
 Maximum Pulses: 4
 Pulse Grouping: +1 per 5
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per 2 turns: 3 pulses, 1d2 hit
 1 per 3 turns: 2 pulses, 1 hit

Particle Accelerator
 Class: Particle
 Mode: Raking
 Damage: 2d10+14
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per turn: 1d10+4 / Int -2

Pentagon Array
 Class: Particle
 Mode: Raking (Special)
 Damage: 5 sub-volleys of 1d10
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -5
 Rate of Fire: 1 per turn
Special: Scores each 1d10 as a separate sub-volley.

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

SIDE HITS
 1-3: Port/Stb Thrust
 4-5: Particle Accel.
 6-7: Laser Accelerator
 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: SPB / Penta Array
 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

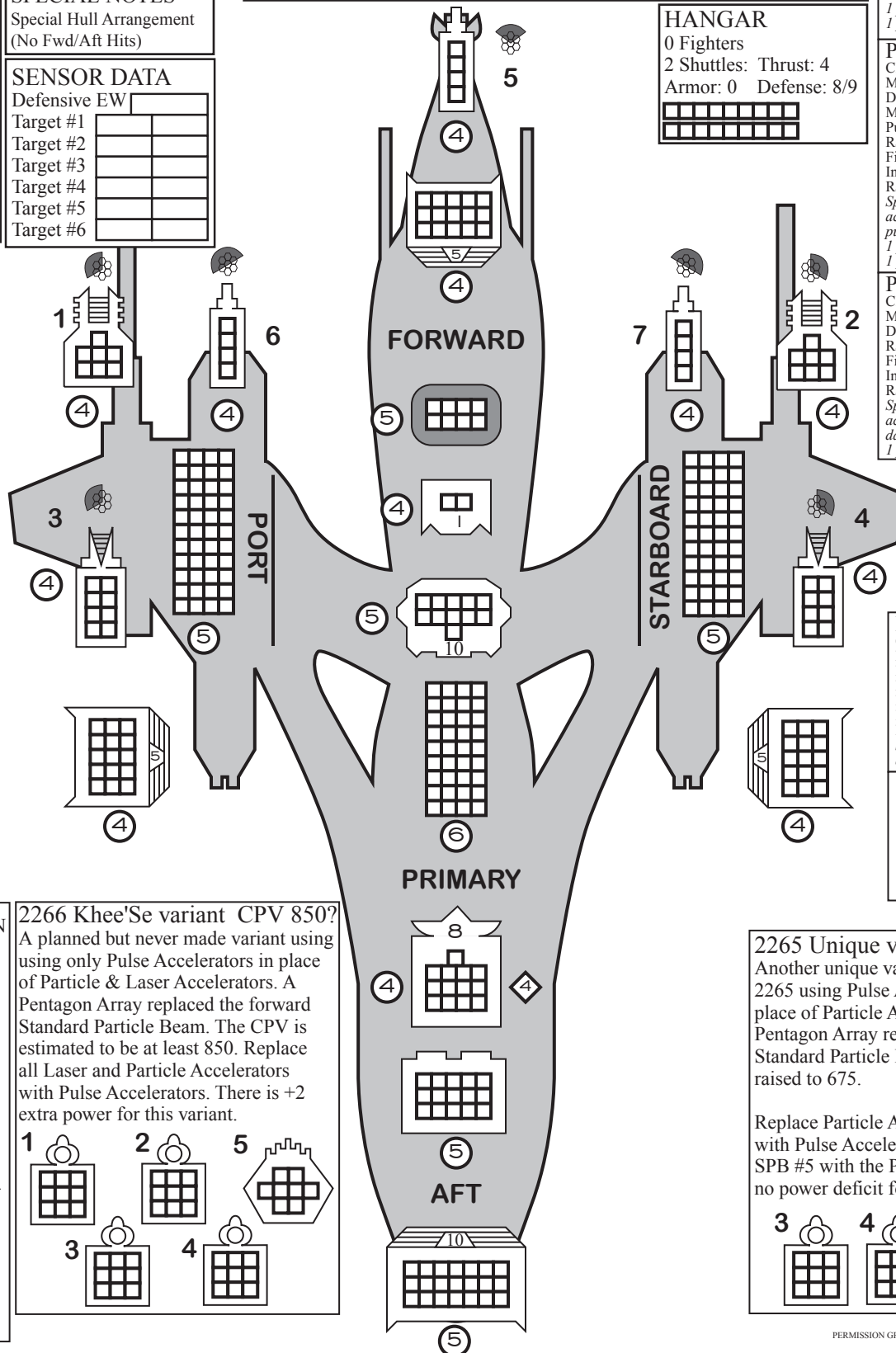
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

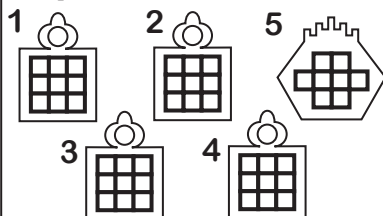
Armor: 0 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser Accelerator
- Particle Accelerator
- Pulse Accelerator
- Pentagon Array
- Std Particle Beam

2266 Khee'Se variant CPV 850?
 A planned but never made variant using only Pulse Accelerators in place of Particle & Laser Accelerators. A Pentagon Array replaced the forward Standard Particle Beam. The CPV is estimated to be at least 850. Replace all Laser and Particle Accelerators with Pulse Accelerators. There is +2 extra power for this variant.



2265 Unique variant CPV 800
 Another unique variant was made in 2265 using Pulse Accelerators in place of Particle Accelerators. A Pentagon Array replaced the forward Standard Particle Beam. The CPV is raised to 675.

Replace Particle Accelerators #3 & #4 with Pulse Accelerators. Replace SPB #5 with the Penta Array. There is no power deficit for this variant.

