

Drazi Redhawk Attack Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2260	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 2
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 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Particle Cannon	<div> <div></div> <div></div> </div>
Class: Particle	
Modes: Raking	
Damage: 2d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Particle Cutter	<div> <div></div> <div></div> </div>
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	
Shots at fighters are resolved in standard (not sustained) mode	
Standard Particle Beam	<div> <div></div> <div></div> </div>
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	
Particle Accelerator	<div> <div></div> <div></div> </div>
Class: Particle	
Modes: 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+6/ Int -2	

SIDE HITS
 1-3:Port/Stb Thrust
 4-6:Particle Cannon
 7-8:Particle Blaster
 9-10:Particle Accelerator
 11:Std Particle Beam
 12-18: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

SENSOR DATA

Defensive EW

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

SPECIAL NOTES

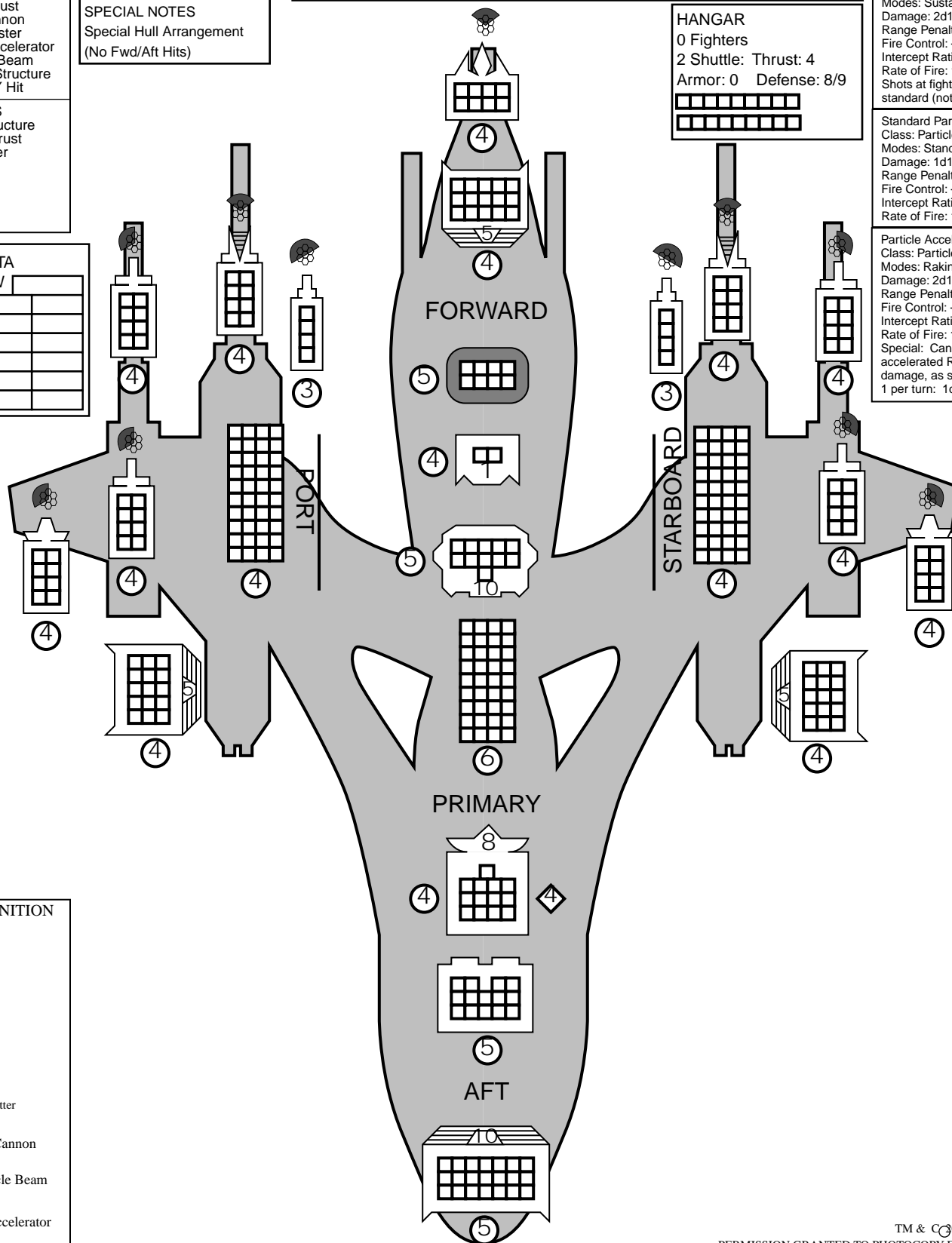
Special Hull Arrangement
 (No Fwd/Aft Hits)

HANGAR

0 Fighters

2 Shuttle: Thrust: 4

Armor: 0 Defense: 8/9



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Cutter
- Particle Cannon
- Std Particle Beam
- Particle Accelerator