



# Draconian Imperial Battlecruiser

## SPECS

Class: Capital Ship  
In Service: 2390  
Point Value: 825  
Ramming Factor: 320  
Jump Delay: 15 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Assault Pulsar**  
Class: Particle  
Modes: Pulse  
Damage: 25 1d3 times  
Maximum Pulses: 4  
Pulse Grouping: +1 per 5  
Range Pen: -1 per 4 hexes  
Fire Control: +2/+0/na  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Note: Fire Control +4 vs Enormous, planetary or stationary targets

**Energy Pulsar**  
Class: Particle  
Modes: Pulse  
Damage: 10 1d2 times  
Maximum Pulses: 3  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per hex  
Fire Control: +3/+2/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**Dual Pulsar Turret**  
Class: Particle  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -1  
Rate of Fire: 2 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Assault Pulsar  
8: Energy Pulsar  
9-11: Dual Pulsar  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Port/Stb Hangar  
7-8: Energy Pulsar  
9-11: Dual Pulsar  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Dual Pulsar  
10-11: Docking Bay  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-12: Jump Engine  
13-14: Sensors  
15-16: Engine  
17-18: Reactor  
19-20: C&C

## SPECIAL NOTES

Plasma Drive System

## SENSOR DATA

Defensive EV

Target #1

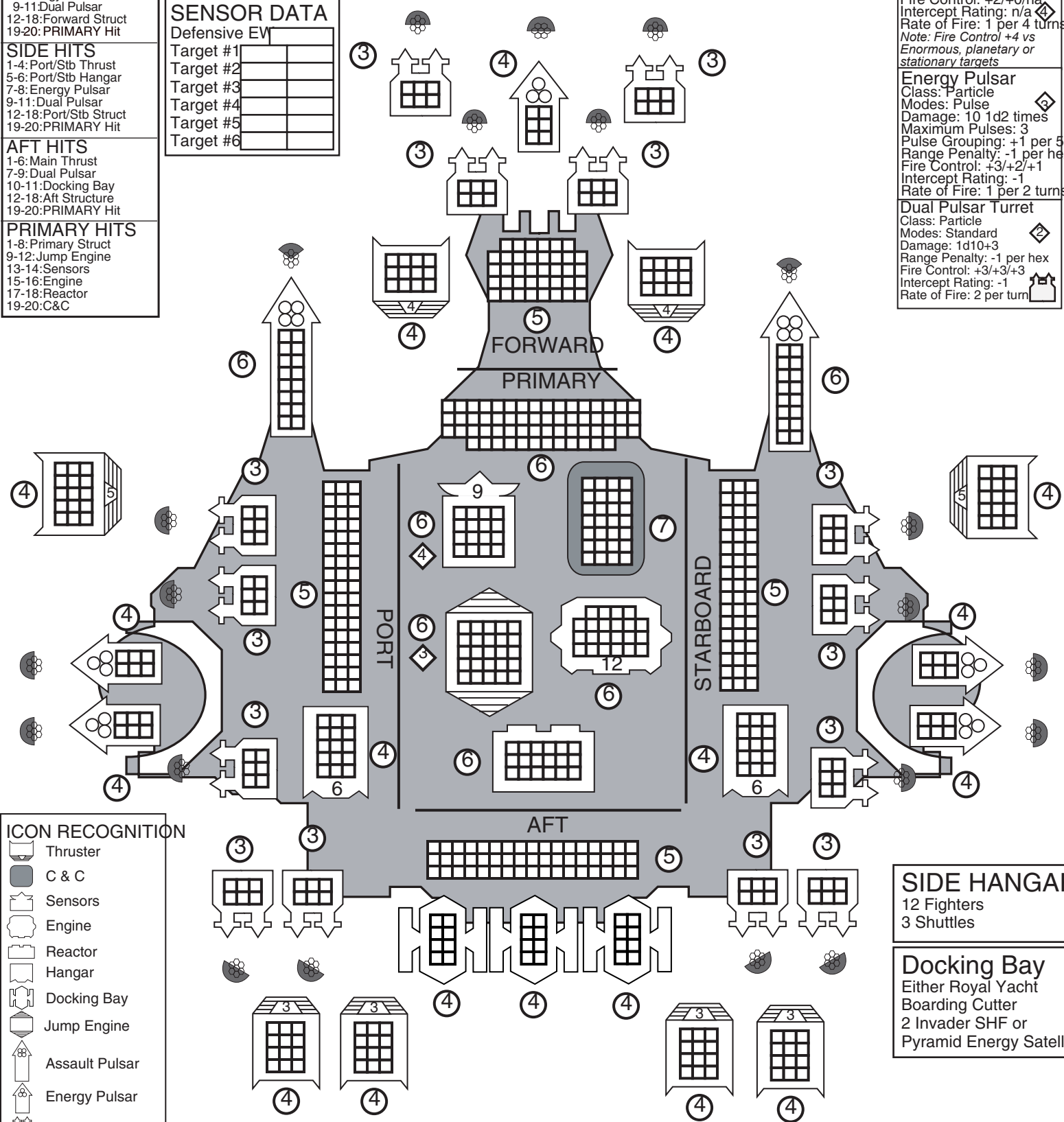
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Docking Bay
- Jump Engine
- Assault Pulsar
- Energy Pulsar
- Dual Pulsar Turret

## SIDE HANGARS

12 Fighters  
3 Shuttles

## Docking Bay

Either Royal Yacht  
Boarding Cutter  
2 Invader SHF or  
Pyramid Energy Satellite