



Draconian Stellar Fortress

SPECS

Class: Enormous Vsl
In Service: 2412
Point Value: 1200
Ramming Factor: 820
Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 5/4 x Speed
Turn Delay: 5/4 x Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 19
Stb/Port Defense: 20
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

Point Pulsar

Class: Particle
Modes: Pulse
Damage: 10 3 times
Number of Pulses: Always 3
Pulse Grouping: n/a
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-4
Intercept Rating: -3
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
5-6: Point Pulsar
7-8: Dual Pulsar
9-10: Docking Bay
11: Fwd Hangar
12-18: Fwd Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Port/Stb Hangar
7-8: Point Pulsar
9-10: Dual Pulsar
11-12: Barracks
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Barracks
8-9: Dual Pulsar
10-11: Aft Hangar
12-13: Docking Bay
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Jump Engine
12-13: Sensors
14-16: Engine
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Plasma Drive System
Rare (10%)

SENSOR DATA

Defensive EW

Target #1

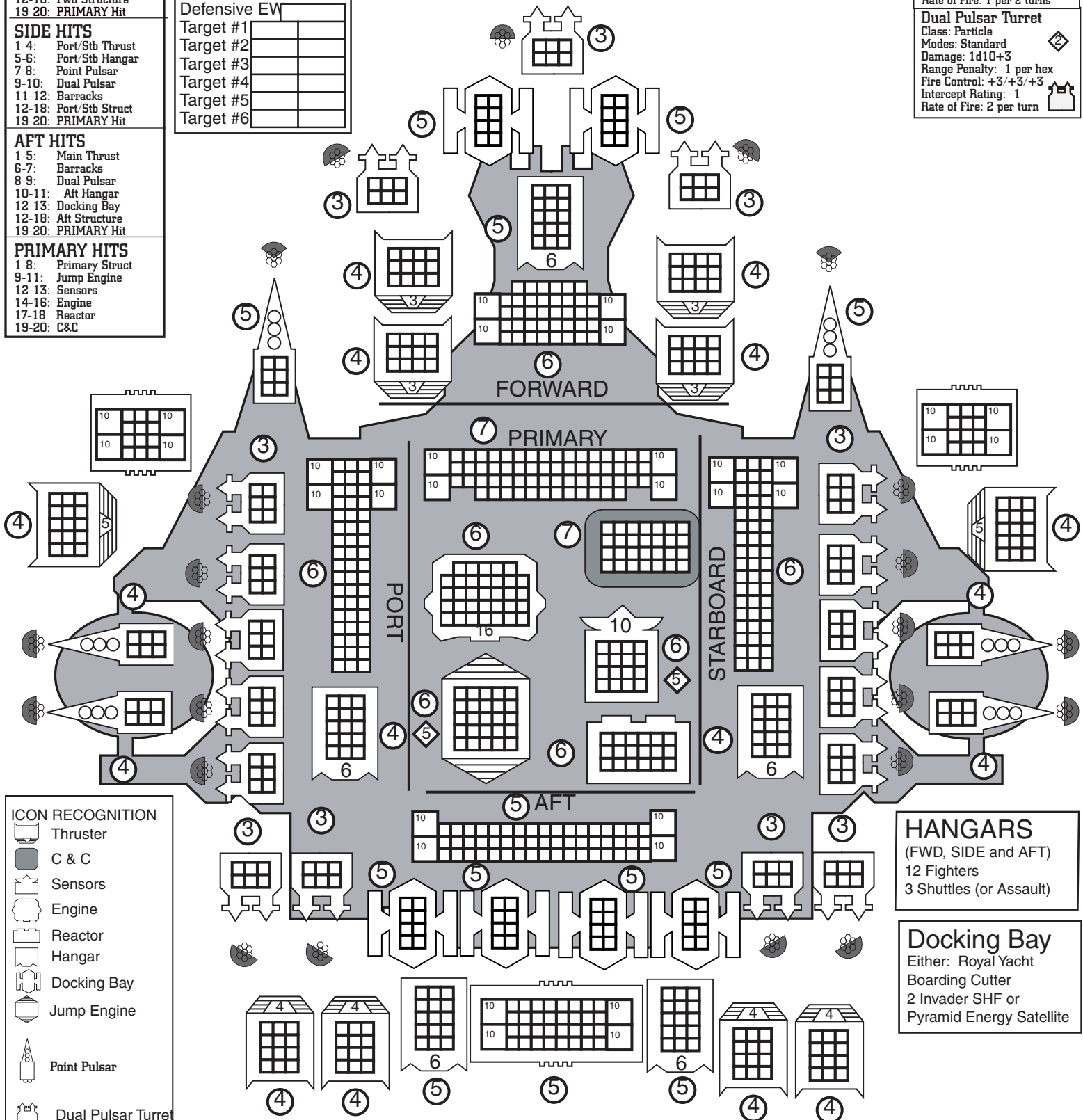
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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

HANGARS

(FWD, SIDE and AFT)
12 Fighters
3 Shuttles (or Assault)

Docking Bay

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