

# Drazi STYX Battlecruiser

## SPECS

Class: Hvy Combat Vel  
 In Service: 2199  
 Point Value: 550  
 Ramming Factor: 130  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
 Turn Delay: 1/2 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
 Stb/Port Defense: 13  
 Engine Efficiency: 2/1  
 Extra Power: 2  
 Initiative Bonus: +8

## WEAPON DATA

**Particle Blaster**  
 Class: Particle  
 Mode: Standard  
 Damage: 1 d10+12  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+4/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

## Standard Particle Beam

Class: Particle  
 Mode: Standard  
 Damage: 1 d10+6  
 Range Penalty: -1 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

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

## HANGAR

0 Fighters  
 2 Shuttles: Thrust: 4  
 Armor: 0 Defense: 8/9



## SIDE HITS

1-3: Port/Stb Thrust  
 4-5: Particle Blaster  
 6-7: Std Particle Beam  
 8-18: Port/Stb Structure  
 19-20: PRIMARY Hz

## PRIMARY HITS

1-8: Primary Structure  
 9-11: Fwd/Aft Thrust  
 12-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

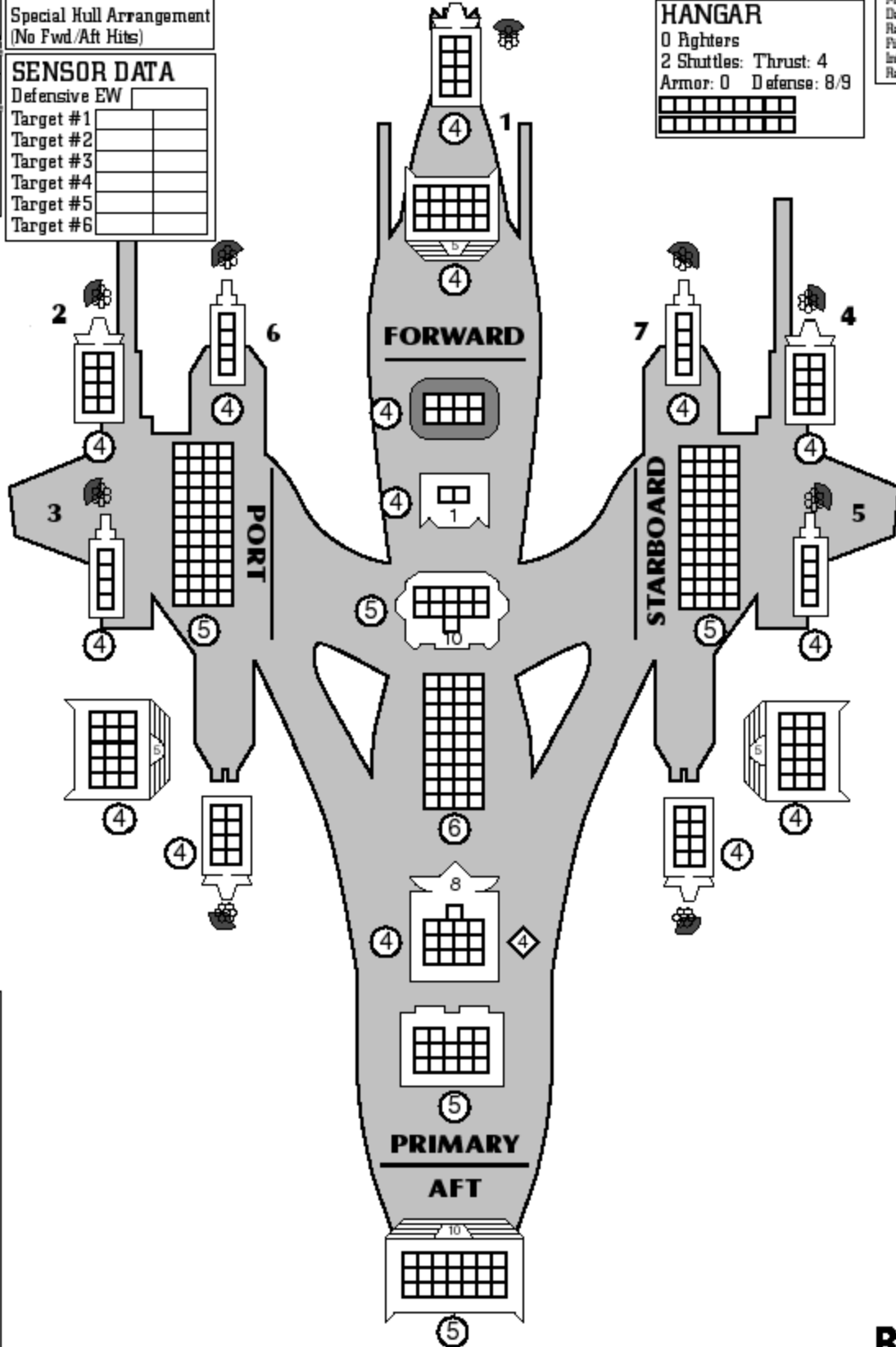
## SPECIAL NOTES

Special Hull Arrangement  
 (No Fwd/Aft Hits)

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Cutter
- Particle Blaster
- Std Particle Beam