

Shrike Variant (Uncommon/Rare after Y1997)

Version 1: 2E/V6

Name: _____ Counter: _____



Drazi Auk Gunship

SPECS

Class: Hvy Combat Vsl
In Service: 1998
Point Value: 500
Ramming Value: 100
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 3/1
Extra Power: +0
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

SIDE HITS

1-6: Port/Stb Thrust
7-8: Lt Part Cannon/Med Plasma
9-10: Particle Cannon/Hvy Plasma
11-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Particle Cannon/Hvy Plasma
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

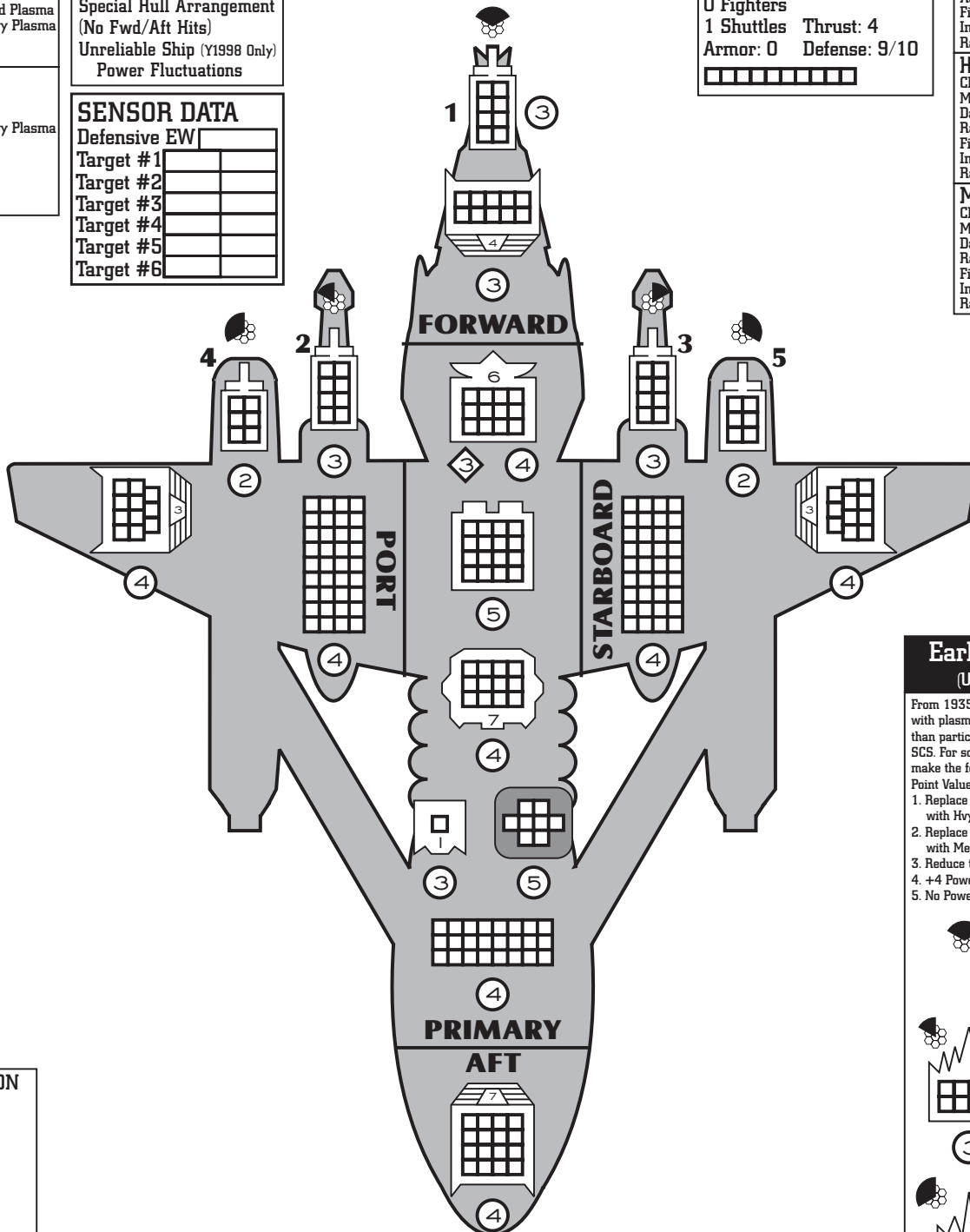
Special Hull Arrangement
(No Fwd/Aft Hits)
Unreliable Ship (Y1998 Only)
Power Fluctuations

SENSOR DATA

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

HANGAR

0 Fighters
1 Shuttles Thrust: 4
Armor: 0 Defense: 9/10
[Progress Bar]



WEAPON DATA

Particle Cannon

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

Lt Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Heavy Plasma Cannon

Class: Plasma
Modes: Standard
Damage: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon

Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

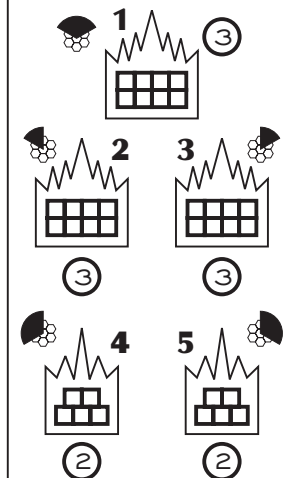
Early Auk Gunship

(Uncommon Variant)

From 1935 - 1997, the Auk was equipped with plasma based heavy weapons rather than particle weapons as shown on the SCS. For scenarios played before 1998 make the following changes.

Point Value: 450

1. Replace Particle Cannons 1, 2 and 3 with Hvy Plasma Cannons 1, 2 and 3.
2. Replace Lt Particle Cannons 4 and 5 with Med Plasma Cannons 4 and 5.
3. Reduce the Sensor Rating from 6 to 5.
4. +4 Power
5. No Power Fluctuations.



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Cannon
- Lt. Particle Cannon