



Drazi Icefalcon Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2245
Point Value: 750
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

WEAPON DATA

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

Particle Cutter
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

Particle Repeater
Class: Particle
Modes: Standard
Damage: 2d10
Range Penalty: -1 per hex
Fire Control: +2/+2/+4
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Particle Repeater
7-8: Hangar
9: Particle Blaster
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-8: Particle Blaster
9: Twin Array
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9: Jump Drive
10-11: Main Thrust
12-13: Sensors
14-15: Engine
16-17: Hangar
18: Catapult
19: Reactor
20: C & C

SPECIAL NOTES

Special Hull Arrangement
(No Aft Hits or Structure)
Limited Deployment (33%)

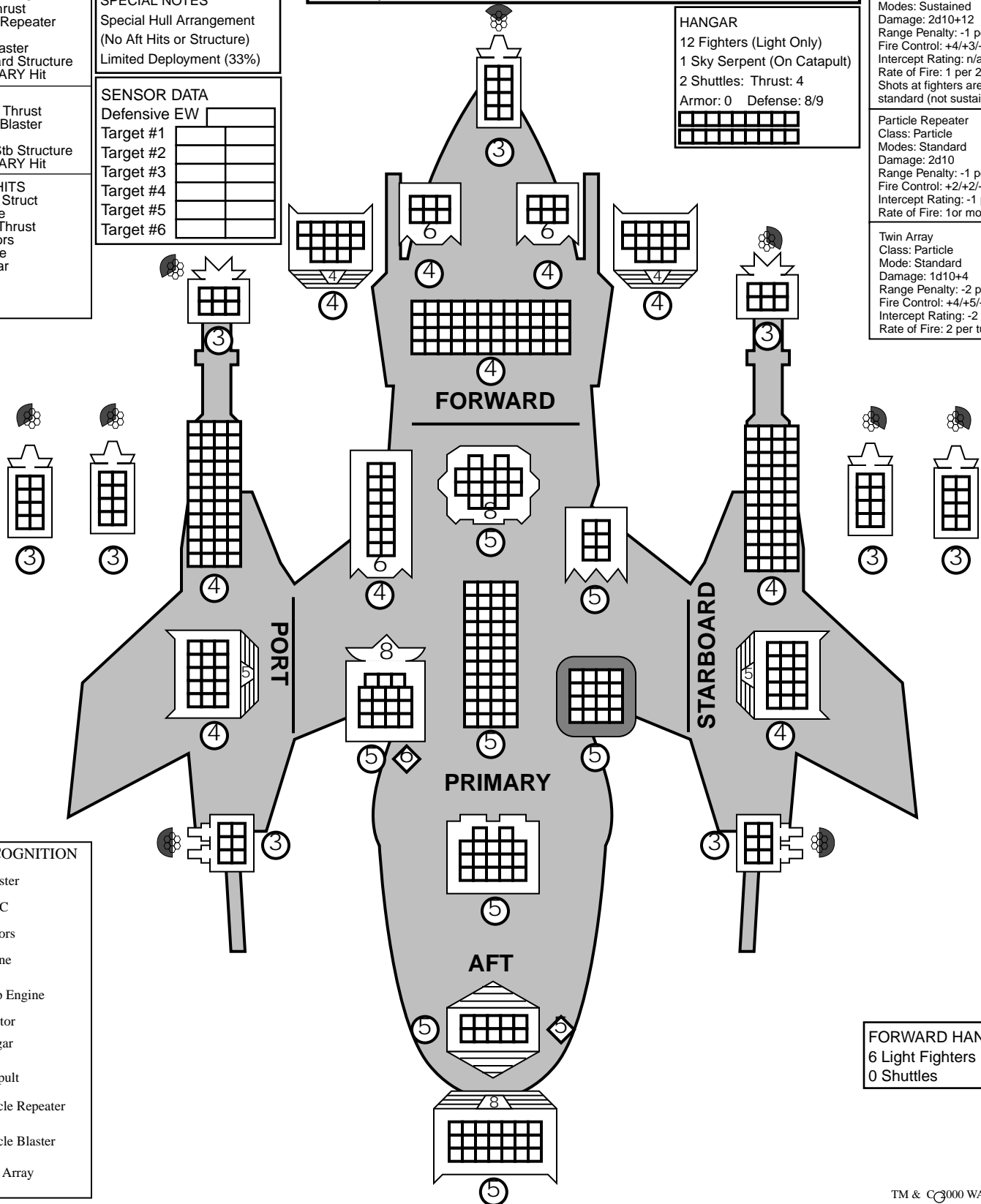
SENSOR DATA

Defensive EW

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

HANGAR

12 Fighters (Light Only)
1 Sky Serpent (On Catapult)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Catapult
- Particle Repeater
- Particle Blaster
- Twin Array

FORWARD HANGARS
6 Light Fighters
0 Shuttles