

# Warbird Variant (Common)

Version 1: 2E/RPP

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## Drazi Transbird

### SPECS

Class: Hvy Combat Vsl  
In Service: 2135  
Point Value: 375  
Ramming Factor: 110  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 2  
Initiative Bonus: +6

### WEAPON DATA

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

### SIDE HITS

1-3: Port/Stb Thrust  
4-7: Port/Stb Cargo  
8-9: Std Particle Beam  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

### PRIMARY HITS

1-7: Primary Structure  
8-10: Fwd/Aft Thrust  
11-12: Primary Cargo  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Special Hull Arrangement  
(No Fwd/Aft Hits)

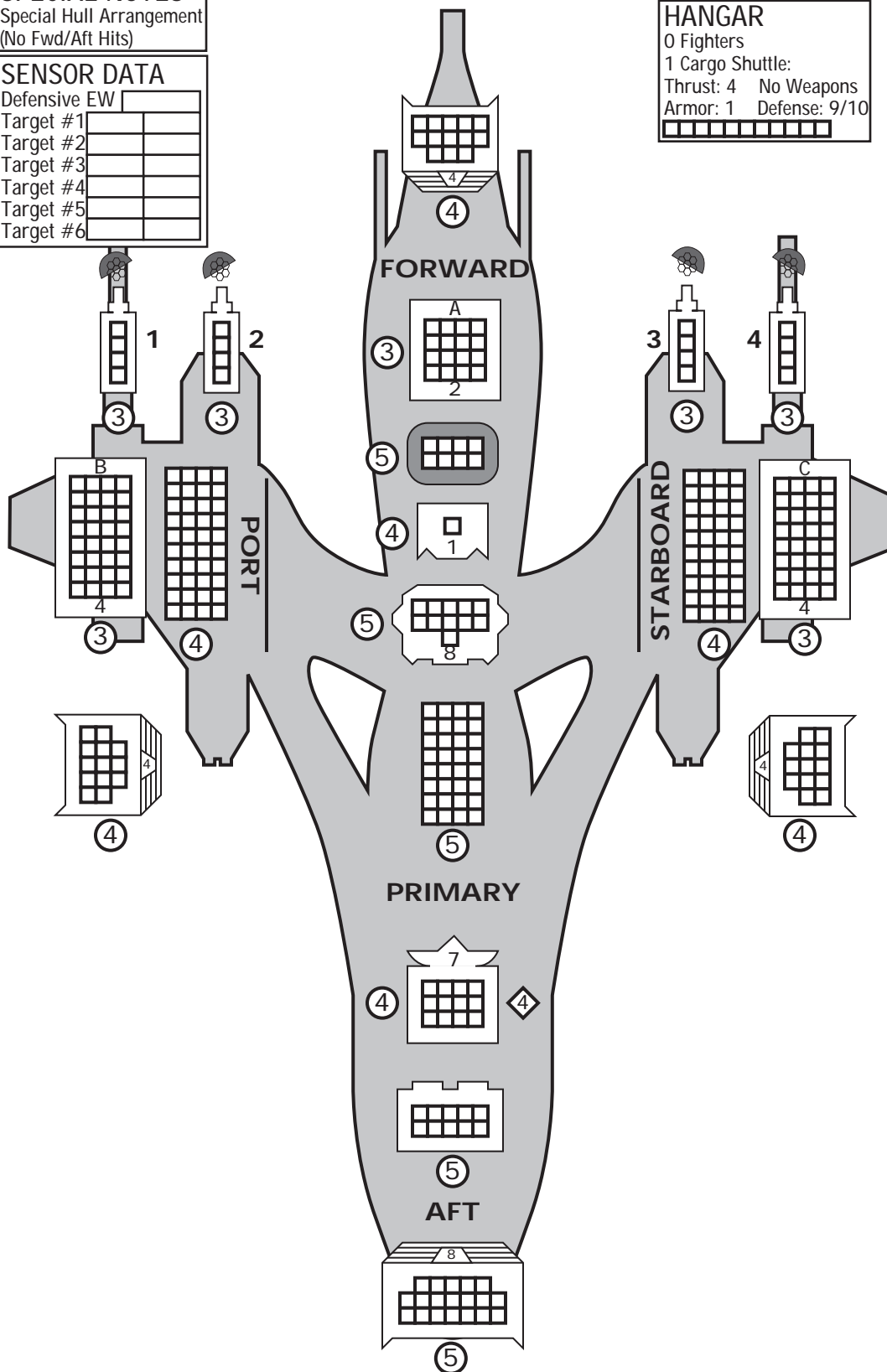
### SENSOR DATA

Defensive EW

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

### HANGAR

0 Fighters  
1 Cargo Shuttle:  
Thrust: 4 No Weapons  
Armor: 1 Defense: 9/10



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam