

Shrike Variant (Uncommon)

Version 1: 2E/V6

Name: _____

Counter: _____



Drazi Egret Combat Scout

SPECS

Class: Hvy Combat Vsl
In Service: 1986
Point Value: 525
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: +4
Initiative Bonus: +6

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

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

Repeater Gun

Class: Particle
Modes: Standard
Damage: 1d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+2
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn

SIDE HITS

1-6: Port/Stb Thrust
7-8: Std Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

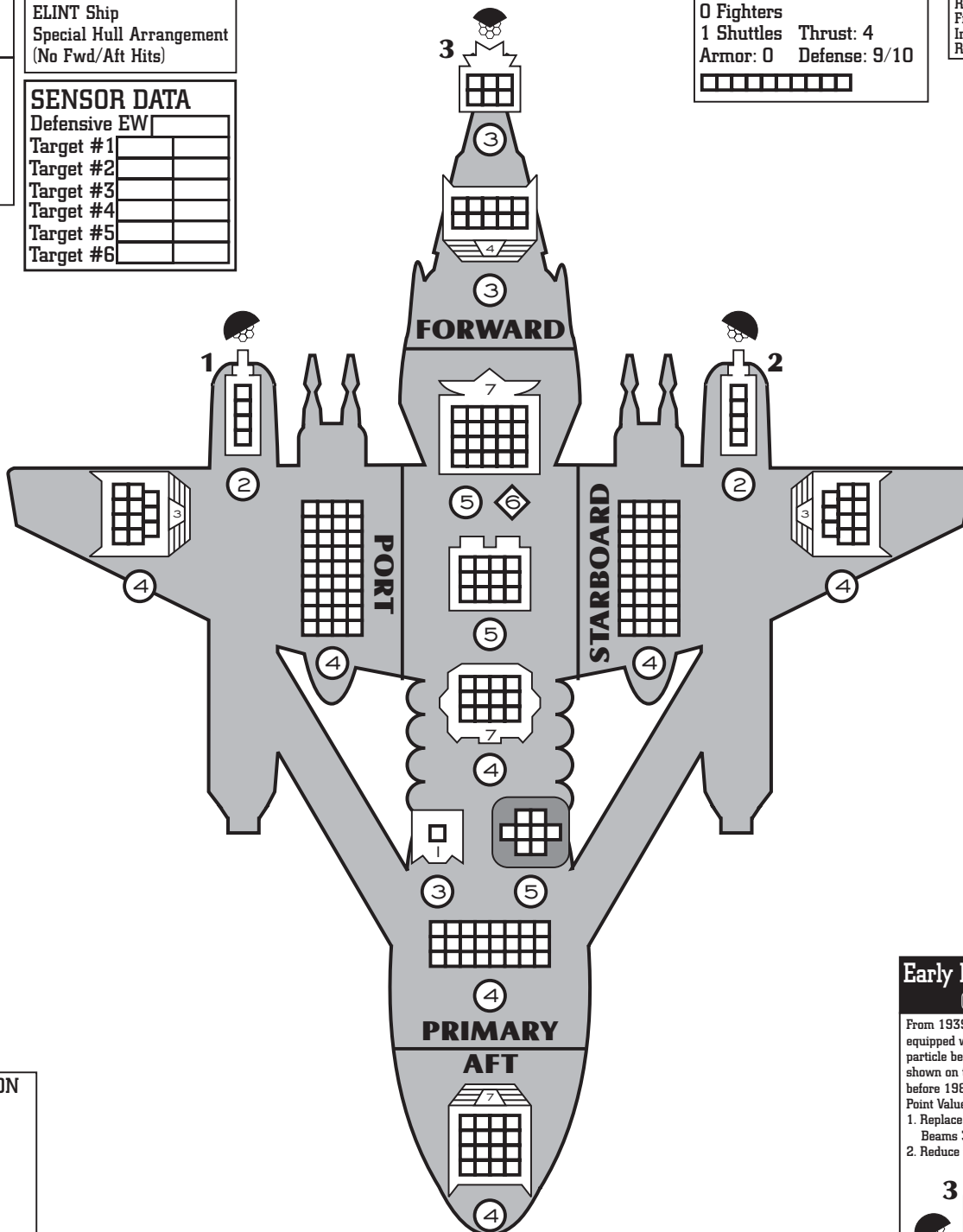
ELINT Ship
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

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

HANGAR

0 Fighters
1 Shuttles Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Repeater Gun

Early Egret Combat Scout (Uncommon Variant)

From 1939 - 1985, the Egret was equipped with an additional standard particle beam in place of the repeater gun shown on the SCS. For scenarios played before 1986 make the following changes.
Point Value: 485
1. Replace Repeater Gun 3 with Std Particle Beams 3 and 4.
2. Reduce the Sensor Rating from 7 to 6.

