

# Drazi Strikebird Carrier

## SPECS

Class: Hvy Combat Vsl  
In Service: 2234  
Point Value: 400  
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: +6  
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	1	2	2	2	3	3	3	4	4	4

## 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

### 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

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Particle Cannon  
7-9: Side Hangar  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-11: Fwd/Aft Thrust  
12: Particle Repeater  
13-14: Sensors  
15-16: Engine  
17: Primary 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

## MAIN HANGAR

0 Fighters

1 Shuttle: Thrust: 4

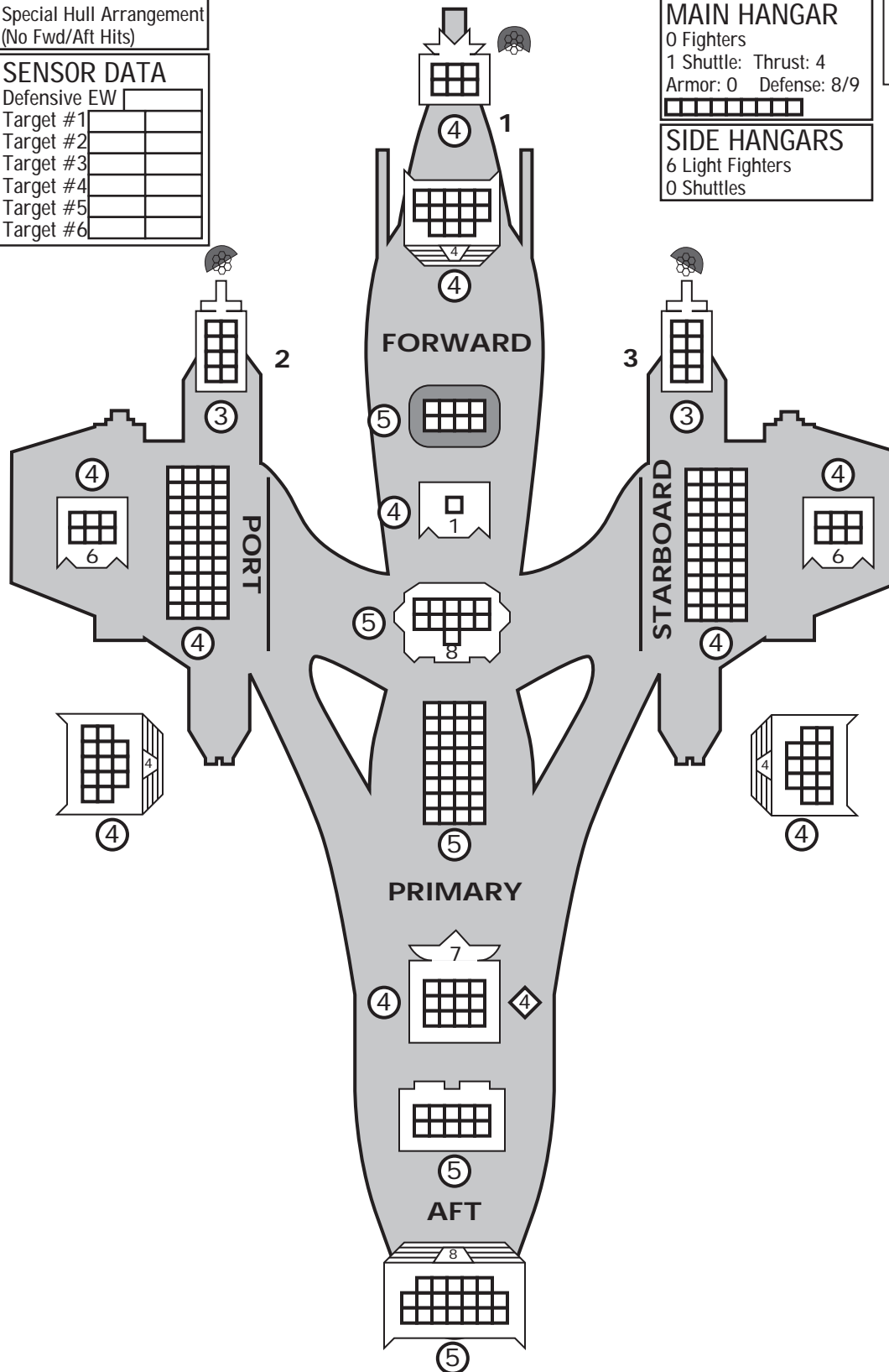
Armor: 0 Defense: 8/9

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## SIDE HANGARS

6 Light Fighters

0 Shuttles



## ICON RECOGNITION

