

Shrike Variant (Uncommon)

Version 1: 2E/V6

Name: _____

Counter: _____



Drazi Heron Minesweeper

SPECS

Class: Hvy Combat Vsl
In Service: 1989
Point Value: 355
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: +2
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

SIDE HITS

1-5: Port/Stb Thrust
6-7: Std Particle Beam
8-9: Port/Stb Hangar
10-18: 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: Primary Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Minesweeping Bonus: +3
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

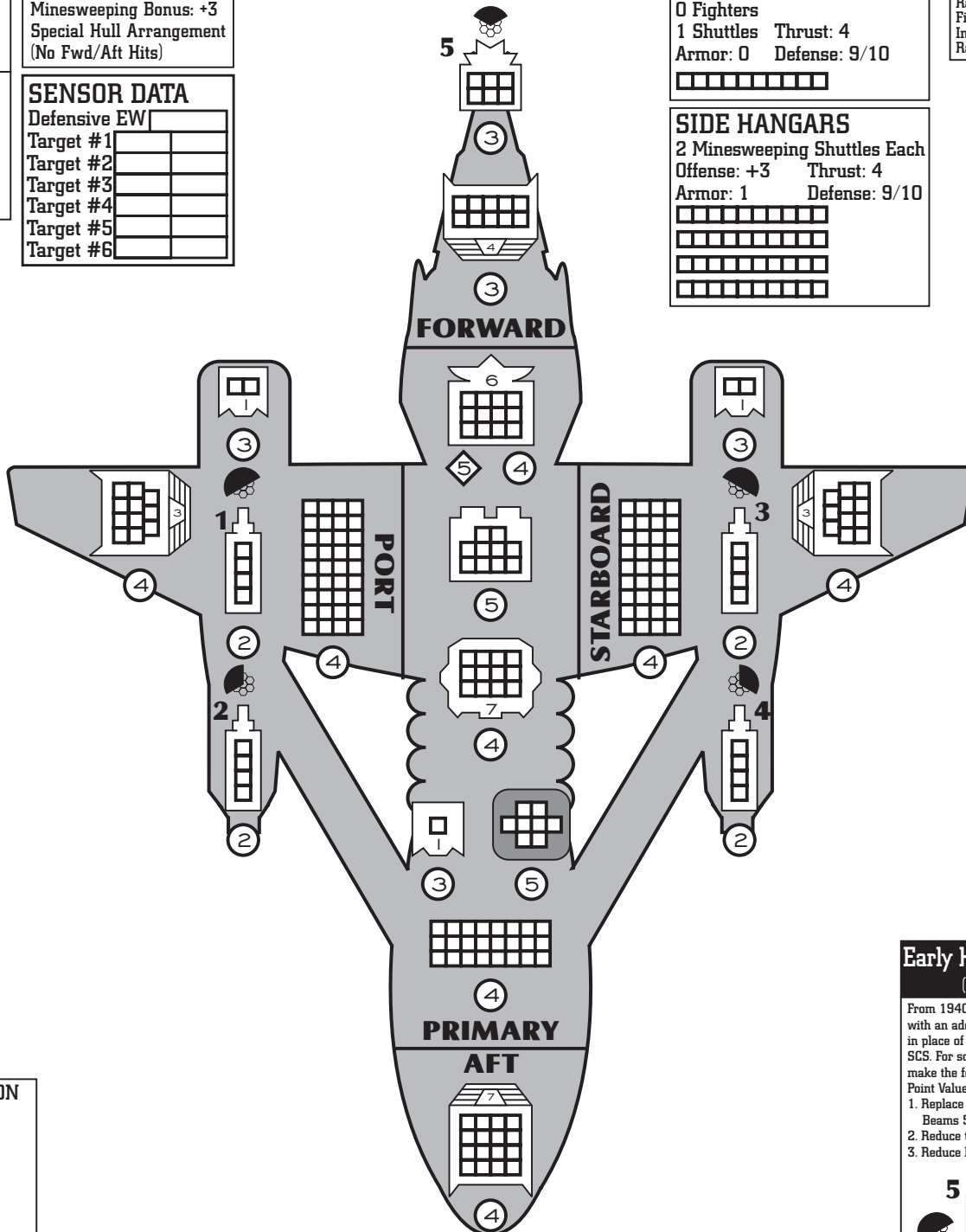
Target #6

HANGAR

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

SIDE HANGARS

2 Minesweeping Shuttles Each
Offense: +3 Thrust: 4
Armor: 1 Defense: 9/10



ICON RECOGNITION

Thruster

C & C

Sensors

Engine

Reactor

Hangar

Std Particle Beam

Repeater Gun

WEAPON DATA

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

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

Early Heron Minesweeper (Uncommon Variant)

From 1940 - 1988, the Heron was equipped with an additional standard particle beam in place of the repeater gun shown on the SCS. For scenarios played before 1989 make the following changes.

Point Value: 310

1. Replace Repeater Gun 5 with Std Particle Beams 5 and 6.
2. Reduce the Sensor Rating from 6 to 5.
3. Reduce Minesweeping Bonus to +2

