

Warbird Variant (Uncommon)  
Common after 2271

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



# Drazi Advanced Warbird Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2269  
Point Value: 680  
Ramming Factor: 110  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/4 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: +4  
Initiative Bonus: +9

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	1	2	2	2	2	3	3	3	3

## WEAPON DATA

**Imp. Particle Cannon**  
Class: Particle  
Modes: R, S  
Damage: 2d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+5/+3  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## Particle Repeater

Class: Particle  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+5  
Intercept Rating: -2 per shot  
Rate of Fire: 1 or more per turn

## Advanced Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+8  
Range Penalty: -2 per 3 hexes  
Fire Control: +5/+5/+5  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## SIDE HITS

1-3: Port/Stb Thrust  
4-7: Particle Cannon  
8-9: Std Particle Beam  
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: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Special Hull Arrangement  
(No Fwd/Aft Hits)

## SENSOR DATA

Defensive EW

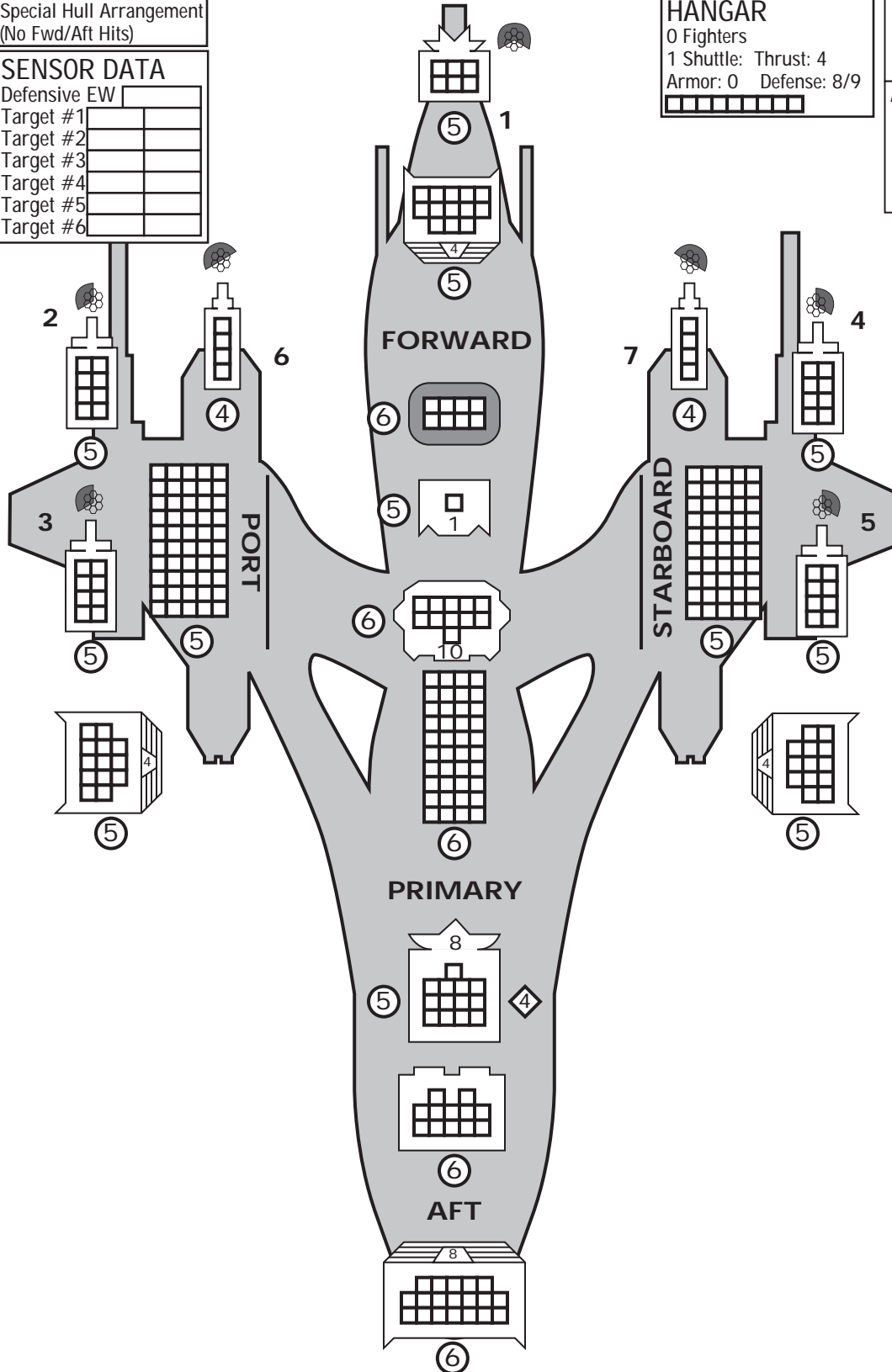
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Repeater
- Particle Cannon
- Std Particle Beam