

# Drazi Pelican Military Freighter

## SPECS

Class: Hvy Combat Vsl  
In Service: 1941  
Point Value: 325  
Ramming Value: 120  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## 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

1-6: Port/Stb Thrust  
7-8: Std Particle Beam  
9-11: Port/Stb Cargo  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

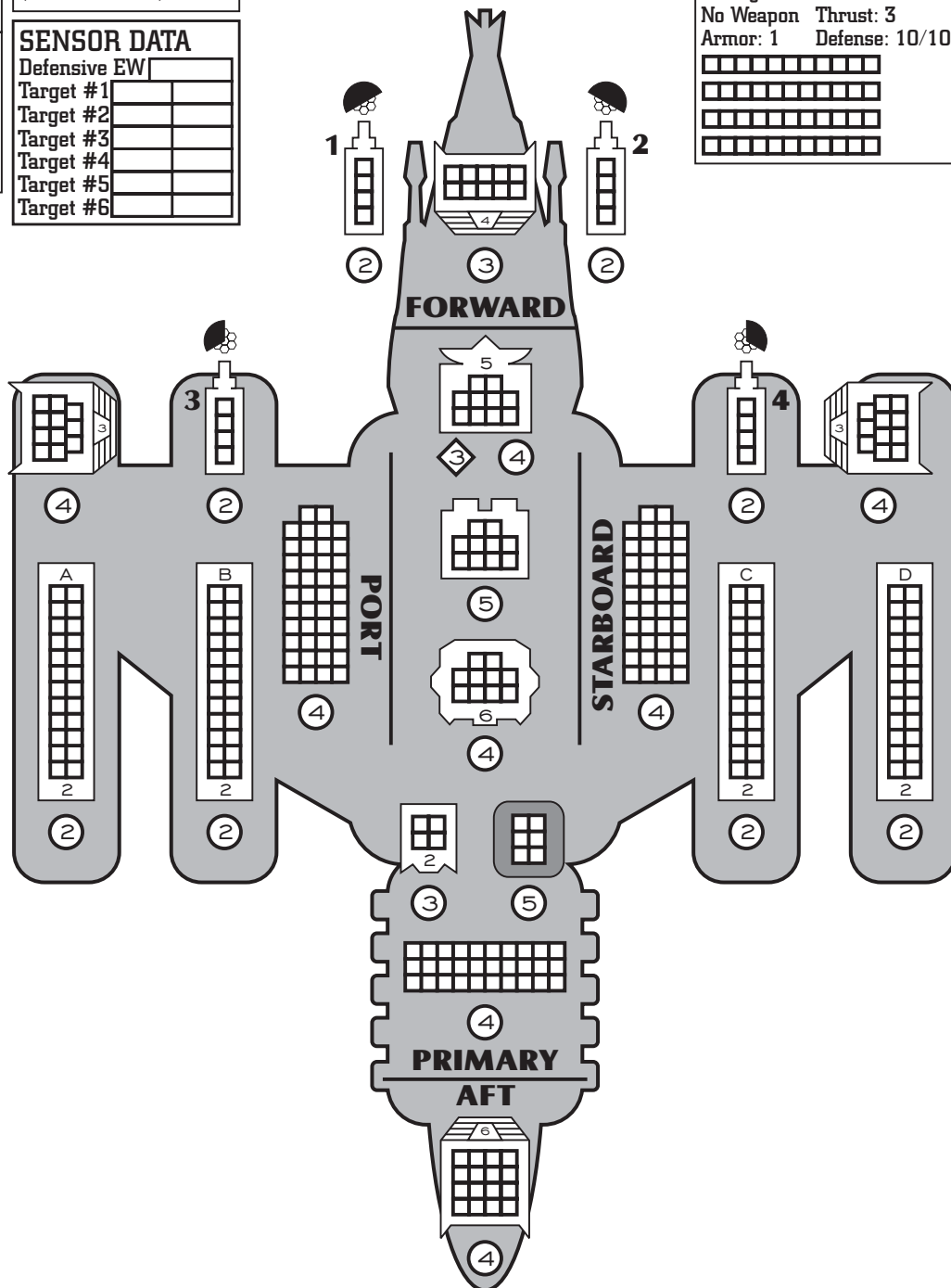
Special Hull Arrangement  
(No Fwd/Aft Hits)

## SENSOR DATA









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

## HANGAR

0 Fighters  
4 Cargo Shuttles  
No Weapon Thrust: 3  
Armor: 1 Defense: 10/10



## ICON RECOGNITION

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