

Drazi Strikehawk Battle Carrier

SPECS

Class: Hvy Combat Vsl
In Service: 2220
Point Value: 485
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

HANGAR

1 Sky Serpent *(On Catapult)*
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/9



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 Blaster

Class: Particle
Modes: Standard
Damage: 1d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

1-3: Port/Stb Thrust
4-5: Particle Blaster
6-7: 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: Catapult
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

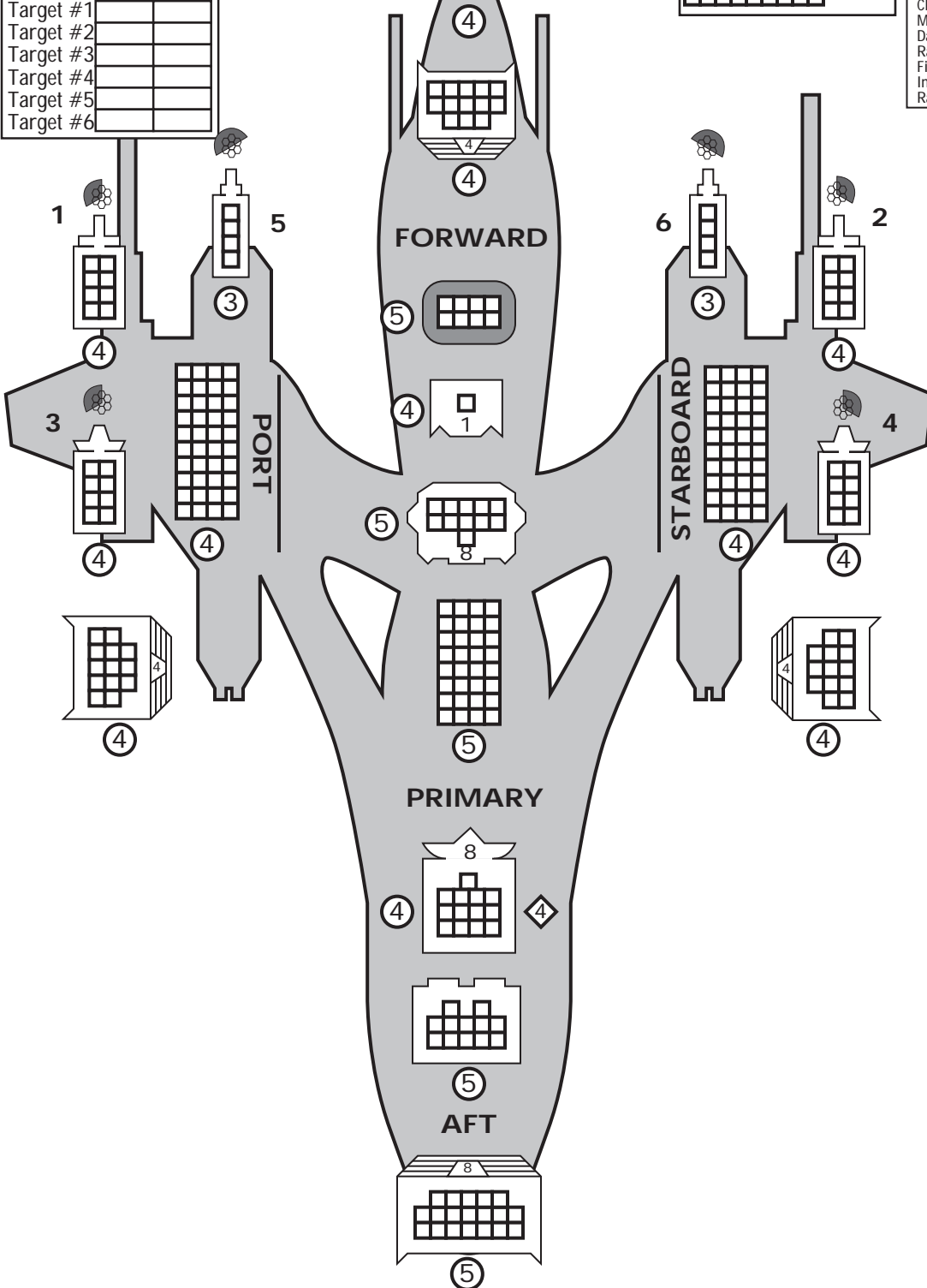
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA











Defensive EW

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

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



ICON RECOGNITION

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