

Drazi Penguin Landing Ship

SPECS

Class: Hvy Combat Vsl
In Service: 2002
Point Value: 360
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: +6

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

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

SIDE HITS

1-7: Port/Stb Thrust
8-9: Particle Weapon
10-18: 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

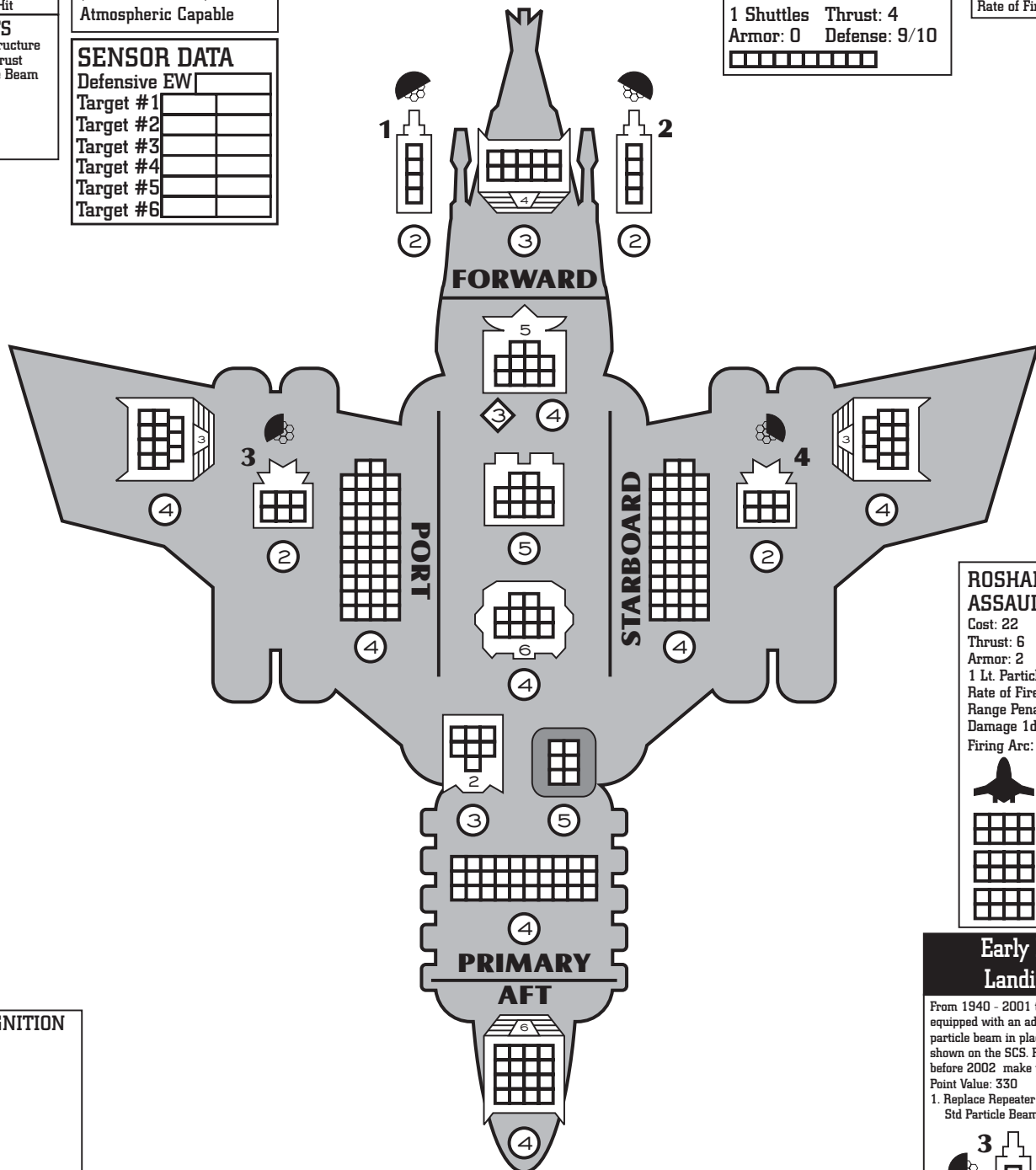
Special Hull Arrangement
(No Fwd/Aft Hits)
Atmospheric Capable

SENSOR DATA

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

HANGAR

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

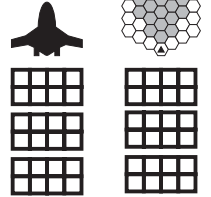


ROSHANTHI ASSAULT SHUTTLES

Cost: 22 Defense: 8/9
Thrust: 6 Offense: +2
Armor: 2 Initiative: +9

1 Lt. Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage 1d6+2

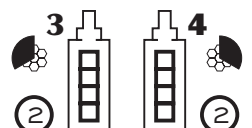
Firing Arc:



Early Penguin Landing Ship

From 1940 - 2001 the Penguin was equipped with an additional standard particle beam in place of the repeater guns shown on the SCS. For scenarios played before 2002 make the following changes.
Point Value: 330

1. Replace Repeater Guns 3 and 4 with Std Particle Beams 3 and 4.



ICON RECOGNITION

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