

Warbird Variant (Common)

Version 2: 2E/SF

Name: _____

Counter: _____



Drazi Sleekbird Assault Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2052
Point Value: 400
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

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

- 1-4: Port/Stb Thrust
- 5-8: Std Particle Beam
- 9-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Atmospheric Capable
(if both sides intact)
Special Hull Arrangement
(No Fwd/Aft Hits)

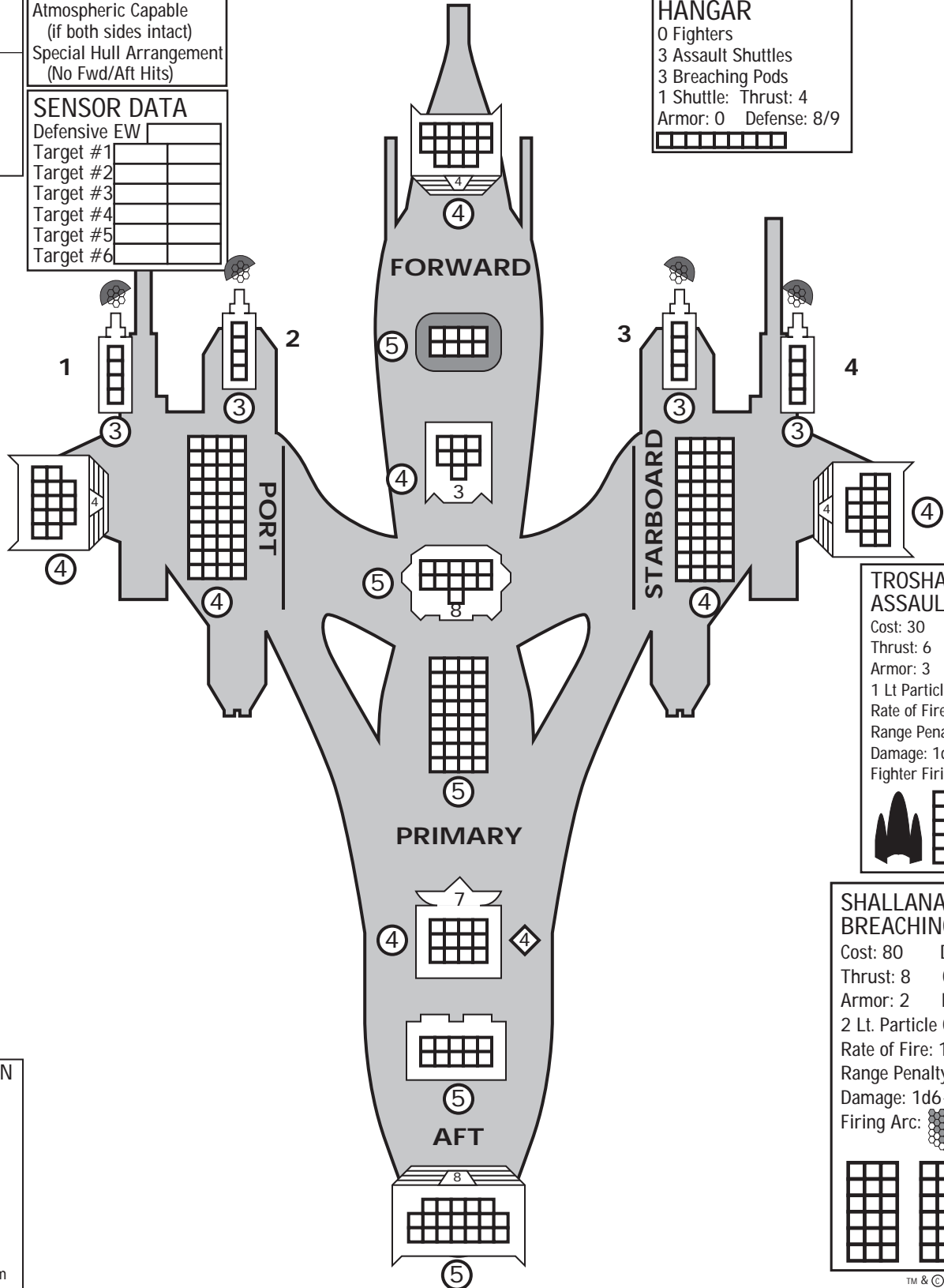
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
3 Assault Shuttles
3 Breaching Pods
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/9



ICON RECOGNITION

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

TROSHANTHI ASSAULT SHUTTLE

Cost: 30 Defense: 7/9
Thrust: 6 Offense: +4
Armor: 3 Initiative: +11
1 Lt Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2



SHALLANA ARMED BREACHING POD

Cost: 80 Defense: 8/10
Thrust: 8 Offense: +4
Armor: 2 Initiative: +10
2 Lt. Particle Guns (Linked)
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Firing Arc:

