

Drazi Wareagle Frigate Leader

SPECS

Class: Medium Ship
In Service: 2229
Point Value: 400
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +15

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

WEAPON DATA

Particle Cutter

Class: Particle
Modes: Sustained
Damage: 2d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Shots at fighters are resolved in standard (not sustained) mode

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

1-5 Port/Stb Thrust
6-9: Std Particle Beam
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Fwd/Aft Thrust
9-10: Particle Cutter
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

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

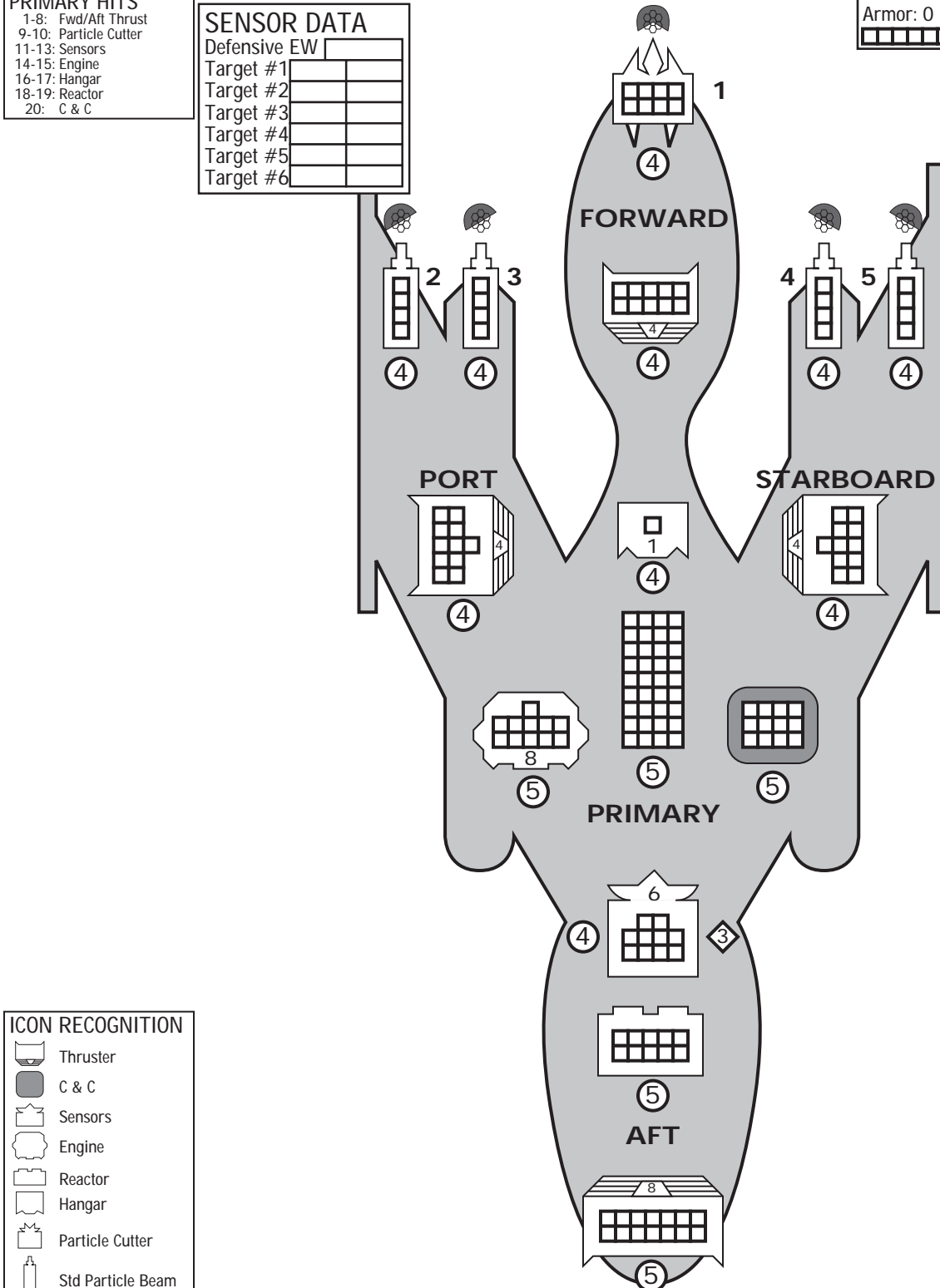
HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/9

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ICON RECOGNITION

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