

Drazi Advanced Horned Owl DN

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2269	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 1800	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 280	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 5+5 Thrust	Initiative Bonus: +3
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Hvy Particle Array
Class: Particle
Modes: Raking (12)
Damage: 5d10+45
Range Penalty: -1 per 2 hexes
Fire Control: +6/+5/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Ranged Solar Cannon
Class: Particle
Modes: Standard
Damage: 1d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
<i>Special: Damage scored is repeated on the structure</i>
Imp. Particle Cannon
Class: Particle
Modes: R, S
Damage: 2d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +6/+5/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS
 1-4 Retro Thrust
 5-6 Hvy Particle Cannon
 7-8 Particle Cannon
 9-10 Particle Beam
 11-18 Forward Structure
 19-20 PRIMARY Hit

SIDE HITS
 1-3 Port/Stb Thrust
 4-5 Solar Cannon
 6-7 Particle Cannon
 8-9 Missile Rack
 10-12 Twin Array
 13-18 Port/Stb Structure
 19-20 PRIMARY Hit

PRIMARY HITS
 1-8 Primary Struct
 9 Jump Drive
 10-11 Main Thrust
 12-13 Sensors
 14-15 Engine
 16-17 Hangar
 18 Catapult
 19 Reactor
 20 C & C

SPECIAL NOTES
 Special Hull Arrangement
 (No Aft Hits or Structure)
 Restricted Deployment 10%

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

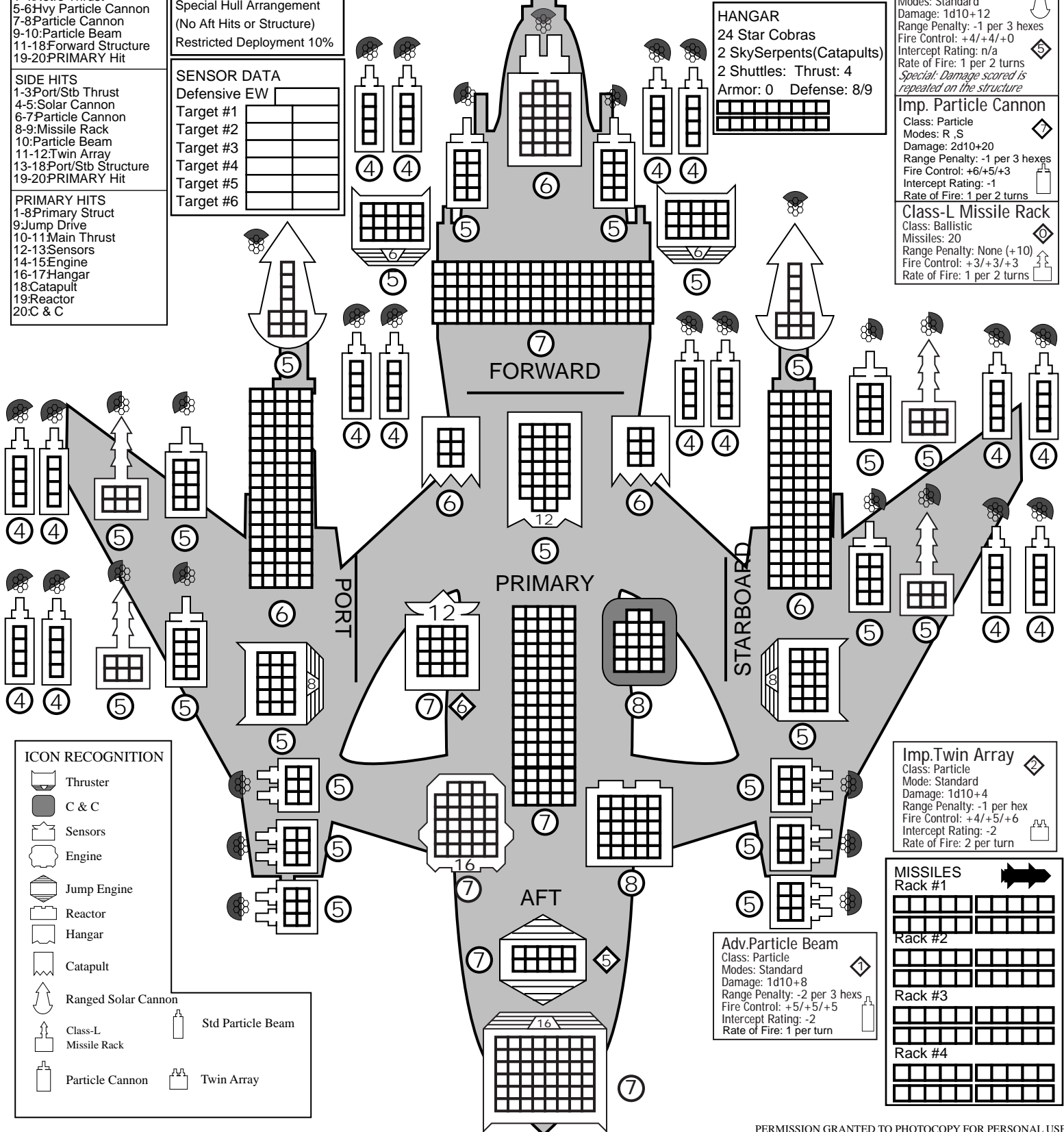
Target #4

Target #5

Target #6

HANGAR

24 Star Cobras
 2 SkySerpents (Catapults)
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 8/9



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Catapult
	Ranged Solar Cannon
	Class-L Missile Rack
	Particle Cannon
	Twin Array
	Std Particle Beam

Imp. Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

MISSILES
Rack #1
Rack #2
Rack #3
Rack #4

Adv. Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+8
Range Penalty: -2 per 3 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Rate of Fire: 1 per turn