

## Drazi Horned Owl Dreadnought

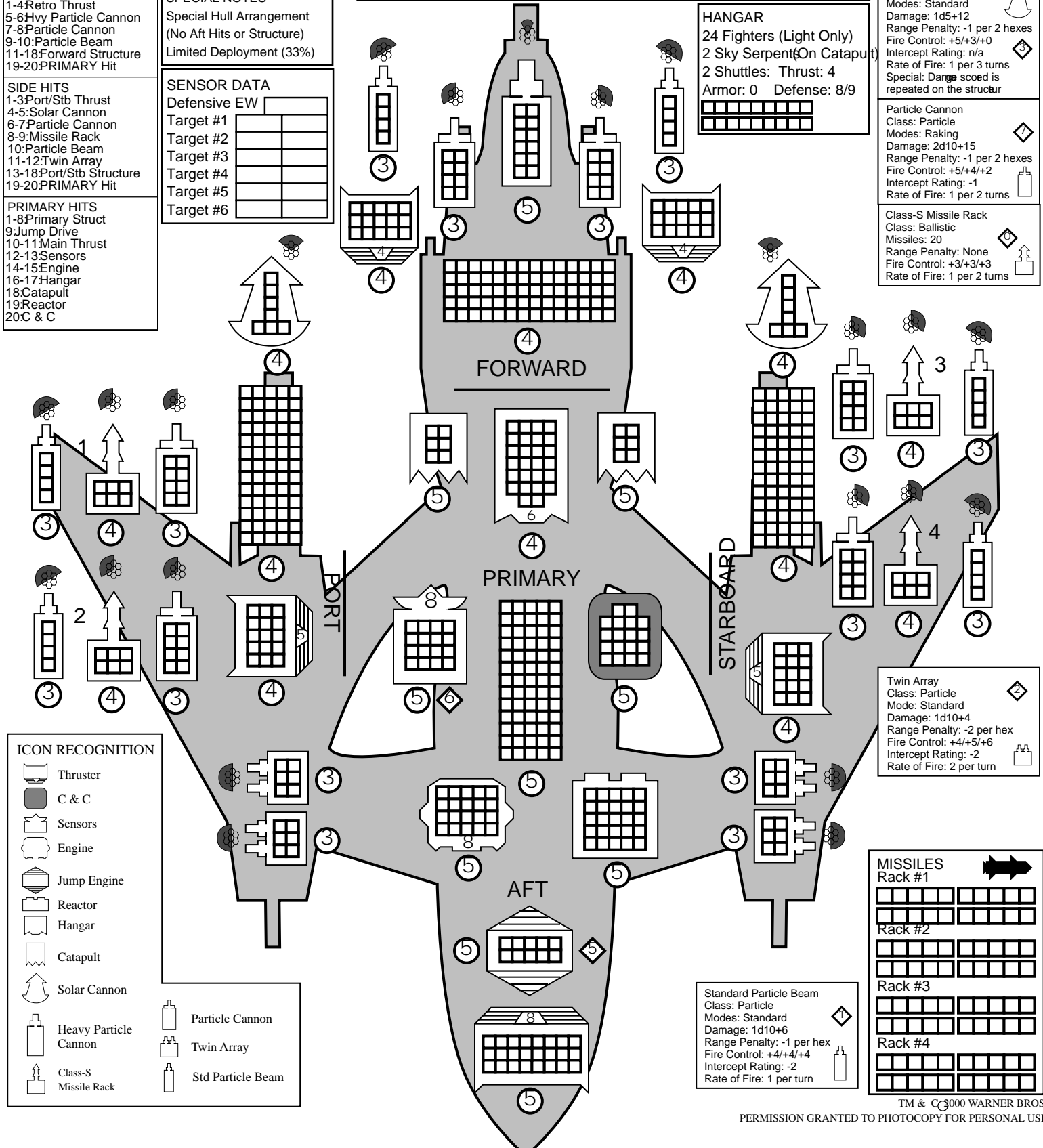
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 17
In Service: 2264	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 5+5 Thrust	Initiative Bonus: +2
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 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
<b>Hvy Particle Cannon</b> Class: Particle Mode: Raking Damage: 6d10+60 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 6 turns
<b>Solar Cannon</b> Modes: Standard Damage: 1d5+12 Range Penalty: -1 per 2 hexes Fire Control: +5/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: Damage scored is repeated on the structure
<b>Particle Cannon</b> 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
<b>Class-S Missile Rack</b> Class: Ballistic Missiles: 20 Range Penalty: None Fire Control: +3/+3/+3 Rate of Fire: 1 per 2 turns

FORWARBITS
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 Particle Beam
11-12 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)
Limited Deployment (33%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
24 Fighters (Light Only)
2 Sky Serpents On Catapult
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



### ICON RECOGNITION

	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Catapult
	Solar Cannon
	Heavy Particle Cannon
	Particle Cannon
	Twin Array
	Class-S Missile Rack
	Std Particle Beam

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 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

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