

Drazi Stareagle Frigate

SPECS

Class: Medium Ship
In Service: 2118
Point Value: 350
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: +14

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	2	3	3	3	3

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/9

WEAPON DATA

Particle Blaster

Class: Particle
Modes: Standard
Damage: 1d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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
10-20: PRIMARY Hit

PRIMARY HITS

1-8: Structure
9-10: Fwd/Aft Thrust
11-12: Particle Blaster
13-14: Sensors
15-16: Engine
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

ICON RECOGNITION

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

