

Drazi Nightowl Hyperspace Probe

SPECS

Class: **Capital Ship**
In Service: 1994
Point Value: **525**
Ramming Value: **220**
Jump Delay: **38 Turns**

MANEUVERING

Turn Cost: **1 x Speed**
Turn Delay: **1 x Speed**
Accel/Decel Cost: **3 Thrust**
Pivot Cost: **4+4 Thrust**
Roll Cost: **4+4 Thrust**

COMBAT STATS

Fwd/Aft Defense: **18**
Stb/Port Defense: **18**
Engine Efficiency: **3/1**
Extra Power: **+4**
Initiative Bonus: **+0**

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

Repeater Gun

Class: Particle
Modes: Standard
Damage: 1d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+2
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Std. Particle Beam
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Std. Particle Beam
8: Repeater Gun
9-10: Cargo
11-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Main Thrust
11-12: Sensors
13: Jump Engine
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
ELINT Ship
Special Hull Arrangement
(No Fwd/Aft Hits)

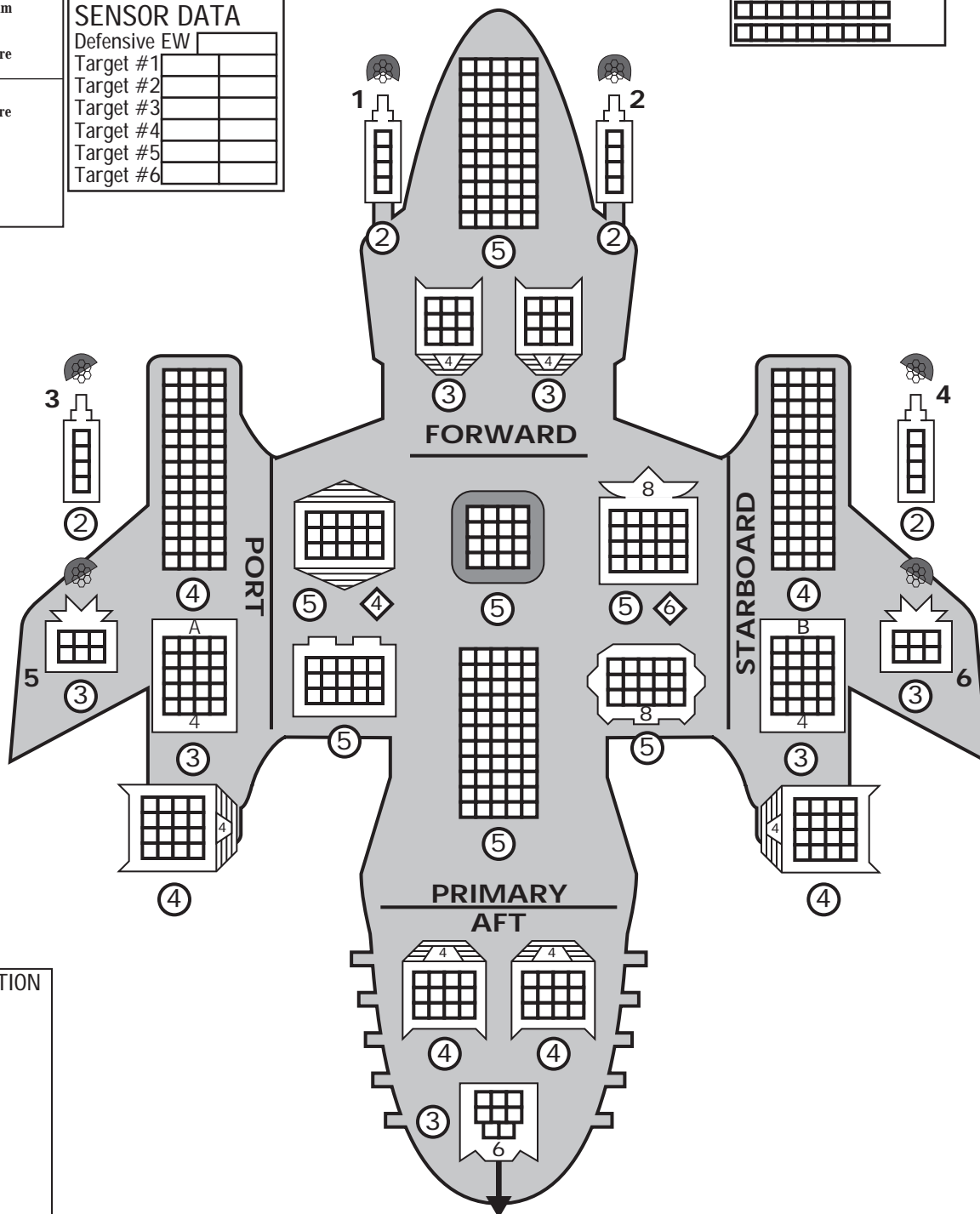
SENSOR DATA

Defensive EW

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

HANGAR

6 Fighters
2 Shuttle: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Repeater Gun