














Drazi Hunter Vulture Raider

SPECS		MANEUVERING					COMBAT STATS					
Class: Capital Ship		Turn Cost: 2/3 Speed					Fwd/Aft Defense: 15					
In Service: 2065		Turn Delay: 2/3 Speed					Stb/Port Defense: 15					
Point Value: 515		Accel/Decel Cost: 3 Thrust					Engine Efficiency: 3/1					
Ramming Factor: 160		Pivot Cost: 3+3 Thrust					Extra Power: +1					
Jump Delay: 34 Turns		Roll Cost: 3+3 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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA	
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	
Particle Cannon	
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	
Lt Particle Cannon	
Class: Particle	
Modes: Raking	
Damage: 2d10+8	
Range Penalty: -1 hex	
Fire Control: +4/+2/+0	
Intercept Rating: -2	
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	

FORWARD HITS
1-4: Retro Thrust
5-7: Particle Cannon
8: Repeater Gun
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Light Particle Cannon
- 7: Standard Particle Beam
- 8-9: Cargo
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

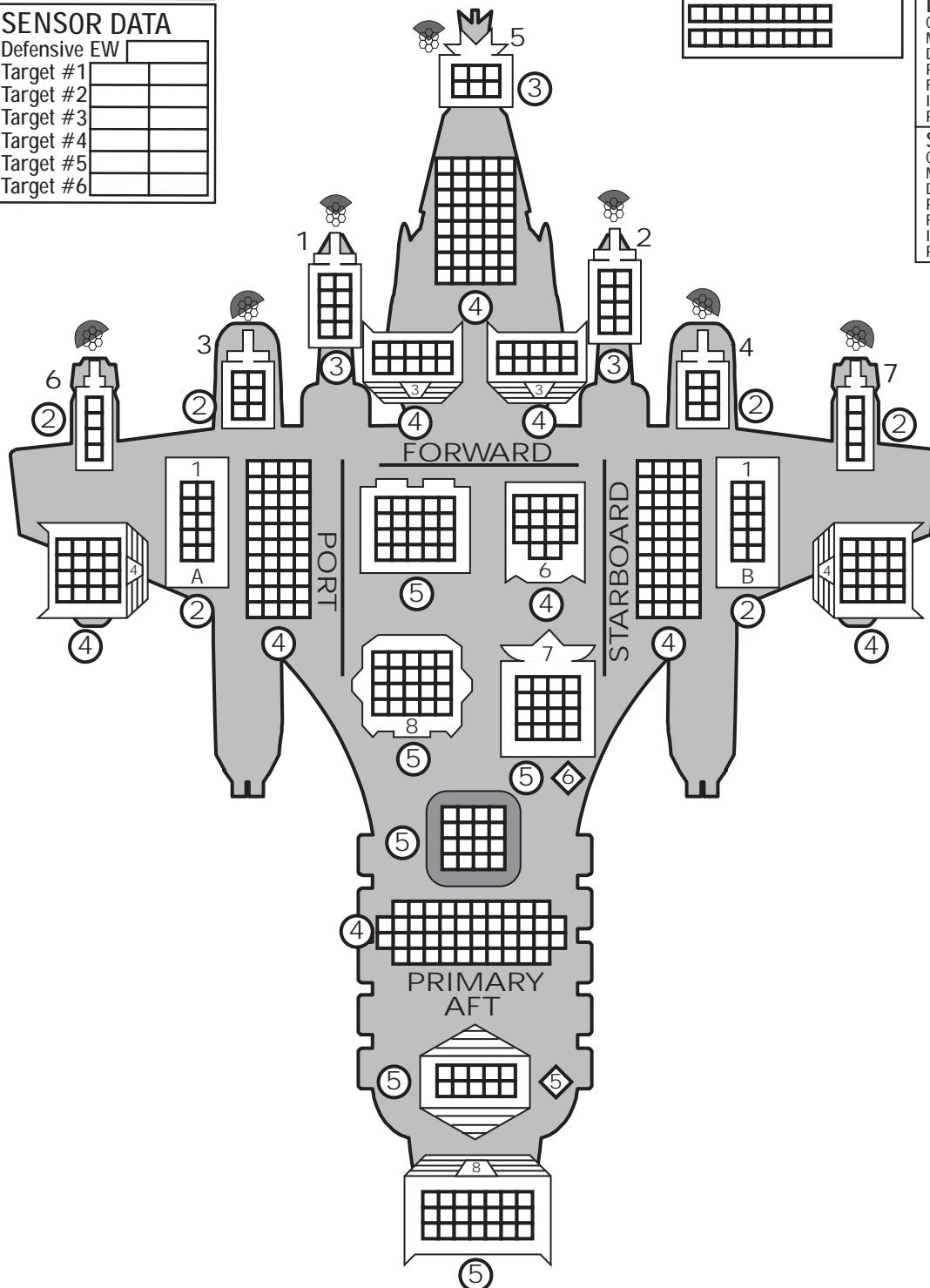
Special Hull Arrangement
(No Aft Hits or Structure)
Limited Deployment (33%)

SENSOR DATA

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

HANGAR

12 Light Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



ICON RECOGNITION

