

Shrike Variant (Rare)

Version 1: 2E/V6

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



Drazi Skua Heavy Escort

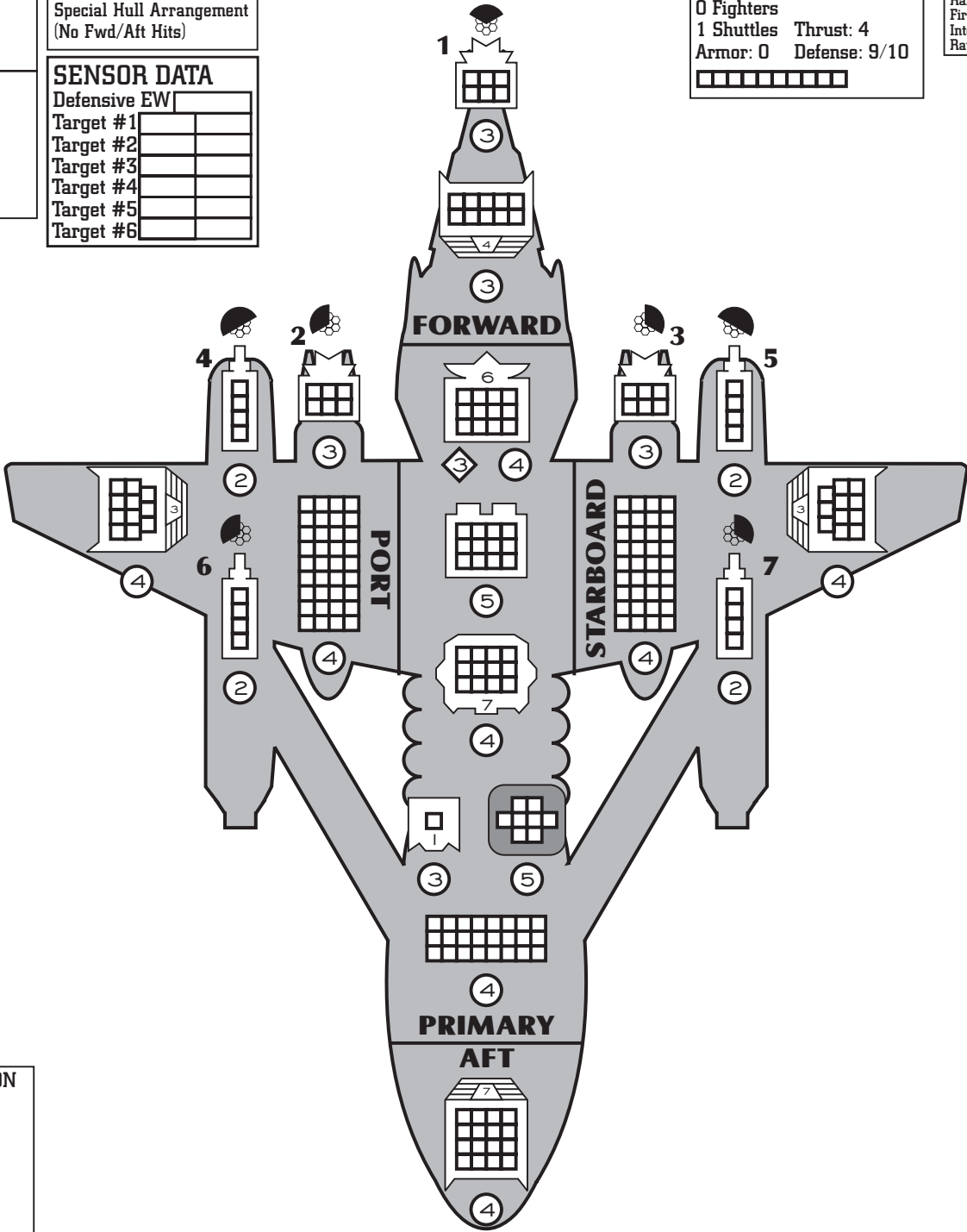
SPECS			MANEUVERING			COMBAT STATS		
Class: Hvy Combat Vsl			Turn Cost: 1/2 Speed			Fwd/Aft Defense: 12		
In Service: 2002			Turn Delay: 1/2 Speed			Stb/Port Defense: 12		
Point Value: 450			Accel/Decel Cost: 2 Thrust			Engine Efficiency: 3/1		
Ramming Value: 100			Pivot Cost: 3+3 Thrust			Extra Power: +4		
Jump Delay: N/A			Roll Cost: 2+2 Thrust			Initiative Bonus: +8		
Speed	1	2	3	4	5	6	7	8
Turn Cost	1	1	2	2	3	3	4	4
Turn Delay	1	1	2	2	3	3	4	4

SIDE HITS	
1-5:	Port/Stb Thrust
6-8:	Std Particle Beam
9-10:	Repeater Gun
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-11:	Fwd/Aft Thrust
12:	Repeater Gun
13-14:	Sensors
15-16:	Engine
17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES	
Special Hull Arrangement (No Fwd/Aft Hits)	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
0 Fighters	
1 Shuttles Thrust: 4	
Armor: 0 Defense: 9/10	
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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	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Std Particle Beam
	Repeater Gun