

Uncommon after 2271
Stormfalcon Variant (Rare)

Name: _____ Counter: _____



Drazi Advanced Stormfalcon

SPECS

Class: Capital Ship
In Service: 2269
Point Value: 925
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +3

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR

12 Fighters (Any Size)
1 Sky Serpent (On Catapult)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9

WEAPON DATA

Ranged Solar Cannon
Class: Particle
Modes: Standard
Damage: 1d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Damage scored is repeated on the structure

Adv. Pulse Blaster
Class: Particle
Mode: Pulse
Damage: 1d10+12 1d2 Times
3 extra power: 1d3 pulses
6 extra power: 1d3+2 pulses
Maximum Pulses: 3, 4, or 6.
Pulse Grouping: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+5/+3
Intercept Rating: -2, -3, -4
Rate of Fire: 1/2, 1/3, 1/4

Imp. Particle Cutter
Class: Particle
Modes: Sustained
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Shots at fighters are resolved in standard (not sustained) mode

Imp. Particle Repeater
Class: Particle
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+5
Intercept Rating: -2 per shot
Rate of Fire: 1 or more per turn

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Particle Repeater
- 7-8: Ranged Solar Cannon
- 9: Particle Cutter
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Adv. Particle Beam
- 7-8: Pulse Blaster
- 9: Twin Array
- 10-18: 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

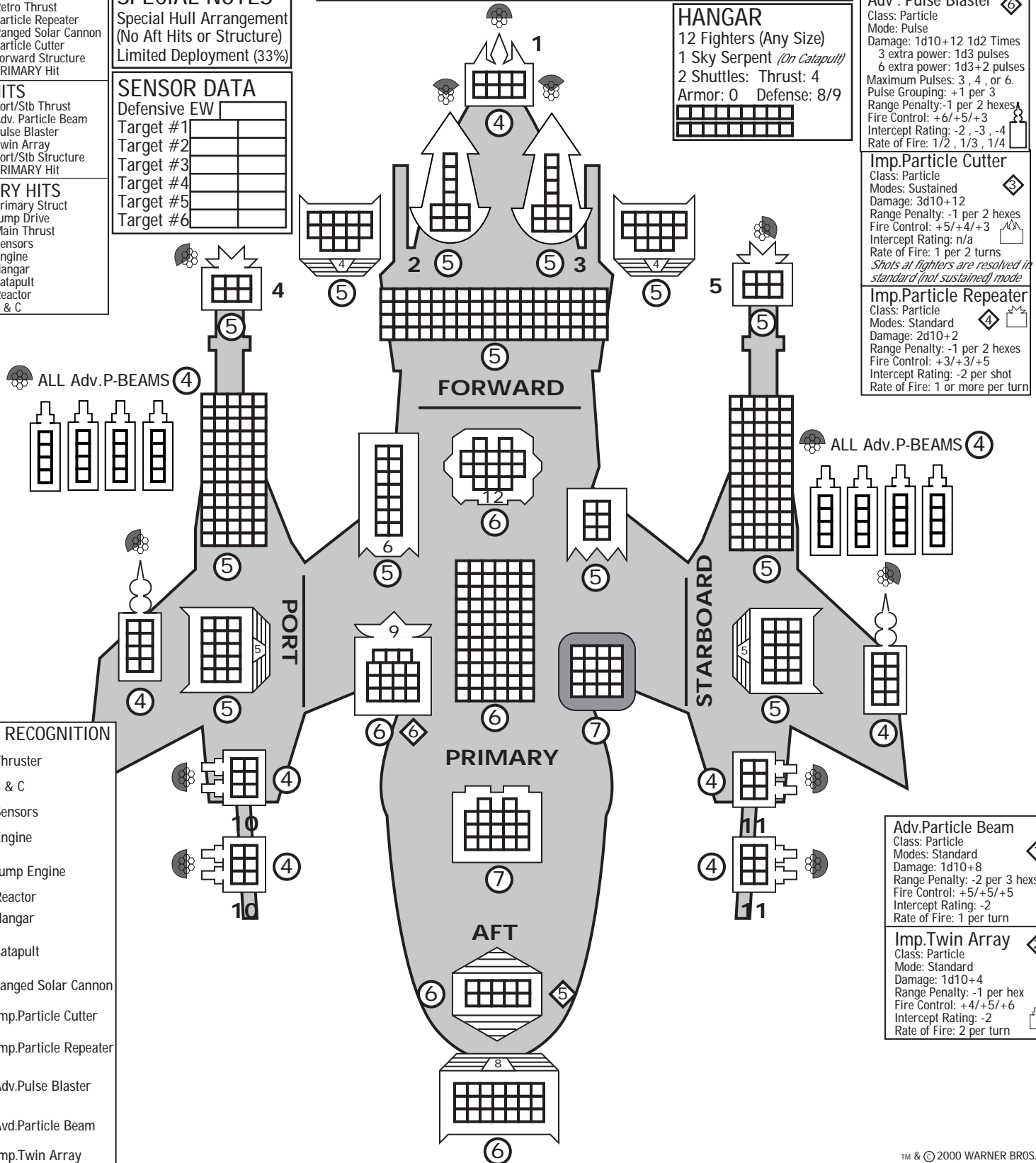
SPECIAL NOTES

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Catapult
- Ranged Solar Cannon
- Imp. Particle Cutter
- Imp. Particle Repeater
- Adv. Pulse Blaster
- Adv. Particle Beam
- Imp. Twin Array

Adv. Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+8
Range Penalty: -2 per 3 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Imp. Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn