



Stormfalcon Variant (Rare)

Version 2: 2E/SF

Name: _____

Counter: _____

Drazi Nightfalcon Heavy Carrier



SPECS

Class: Capital Ship
In Service: 2243
Point Value: 725
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1 x 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: 0
Initiative Bonus: +2

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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

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

Particle Cutter

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

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+3/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

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

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-8: Particle Cannon
- 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)

SENSOR DATA

Defensive EW

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

HANGAR

12 Fighters (Light Only)
3 Serpents (On Catapults)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9

