Shrike Variant (Uncommon)

Version 1: 2E/V6 Name:_____ Counter:_____

Drazi Swallow Light Carrier

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 1986
Point Value: 325
Ramming Value: 100
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +6

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

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

SIDE HITS
1-5: Port/Stb Thrust
6-7: Std Particle Beam
8-10: Port/Stb Hangar
11-18: Port/Stb Structure
19-20: PRIMARY Hit

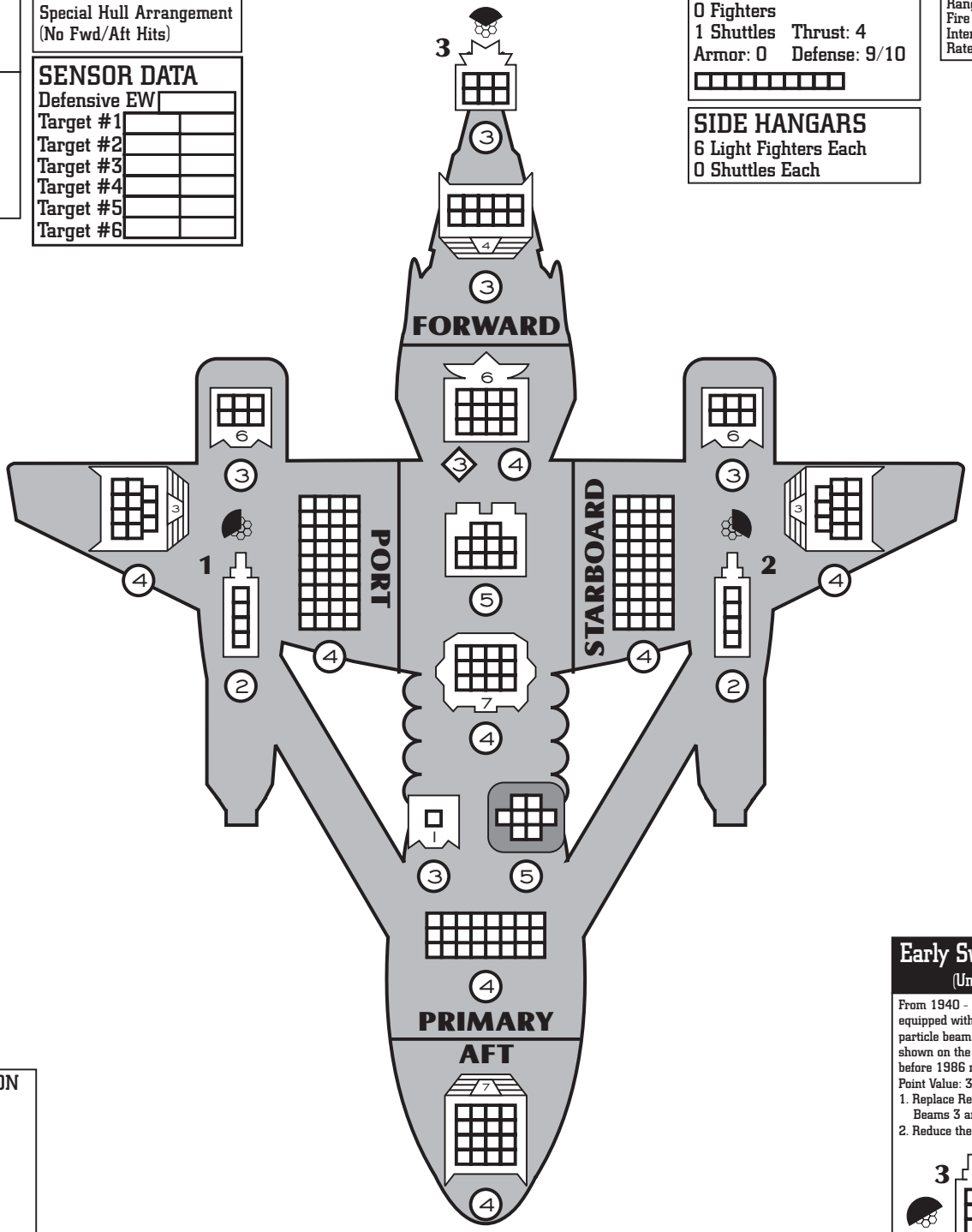
PRIMARY HITS
1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Particle Weapon
13-14: Sensors
15-16: Engine
17: Primary Hangar
18-19: Reactor
20: C & C

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

SIDE HANGARS
6 Light Fighters Each
0 Shuttles Each



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

Early Swallow Lt Carrier
(Uncommon Variant)

From 1940 - 1985, the Swallow was equipped with an additional standard particle beam in place of the repeater gun shown on the SCS. For scenarios played before 1986 make the following changes.
Point Value: 300
1. Replace Repeater Gun 3 with Std Particle Beams 3 and 4.
2. Reduce the Sensor Rating from 6 to 5.