

Drazi Storm Swallow Combat Carrier

SPECS

Class: Capital Ship
In Service: 2047
Point Value: 500
Ramming Factor: 160
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
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	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

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

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

FORWARD HITS

1-5: Retro Thrust
6-8: Part. Cannon/Plasma
9-10: Repeater Gun
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6: Particle Cannon
7: Std Particle Beam
8-9: Port/Stb Hangar
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MAIN HANGAR

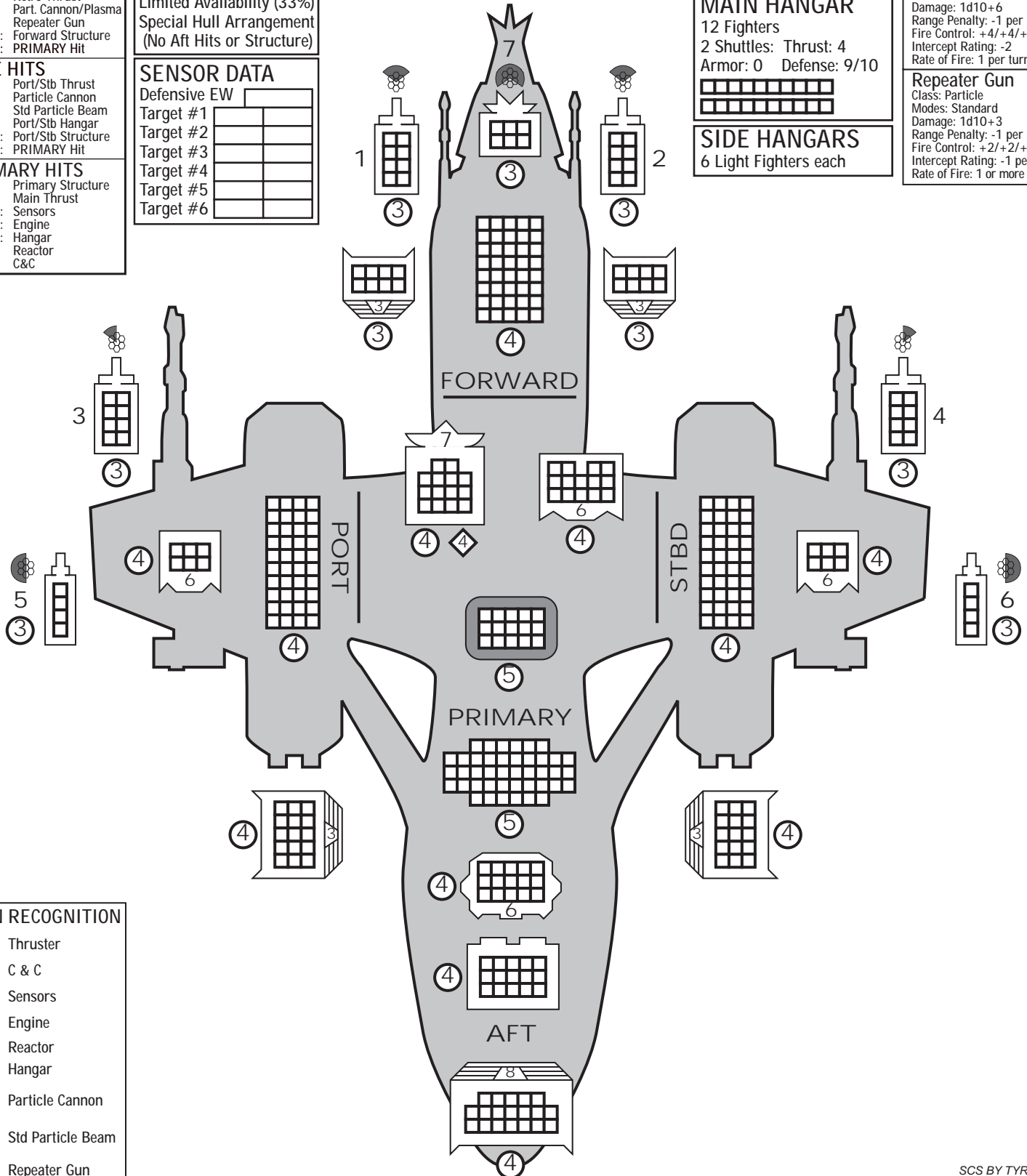
12 Fighters

2 Shuttles: Thrust: 4

Airor: 0 Defense: 9/10

SIDE HANGARS

6 Light Fighters each



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Cannon
- Std Particle Beam
- Repeater Gun