

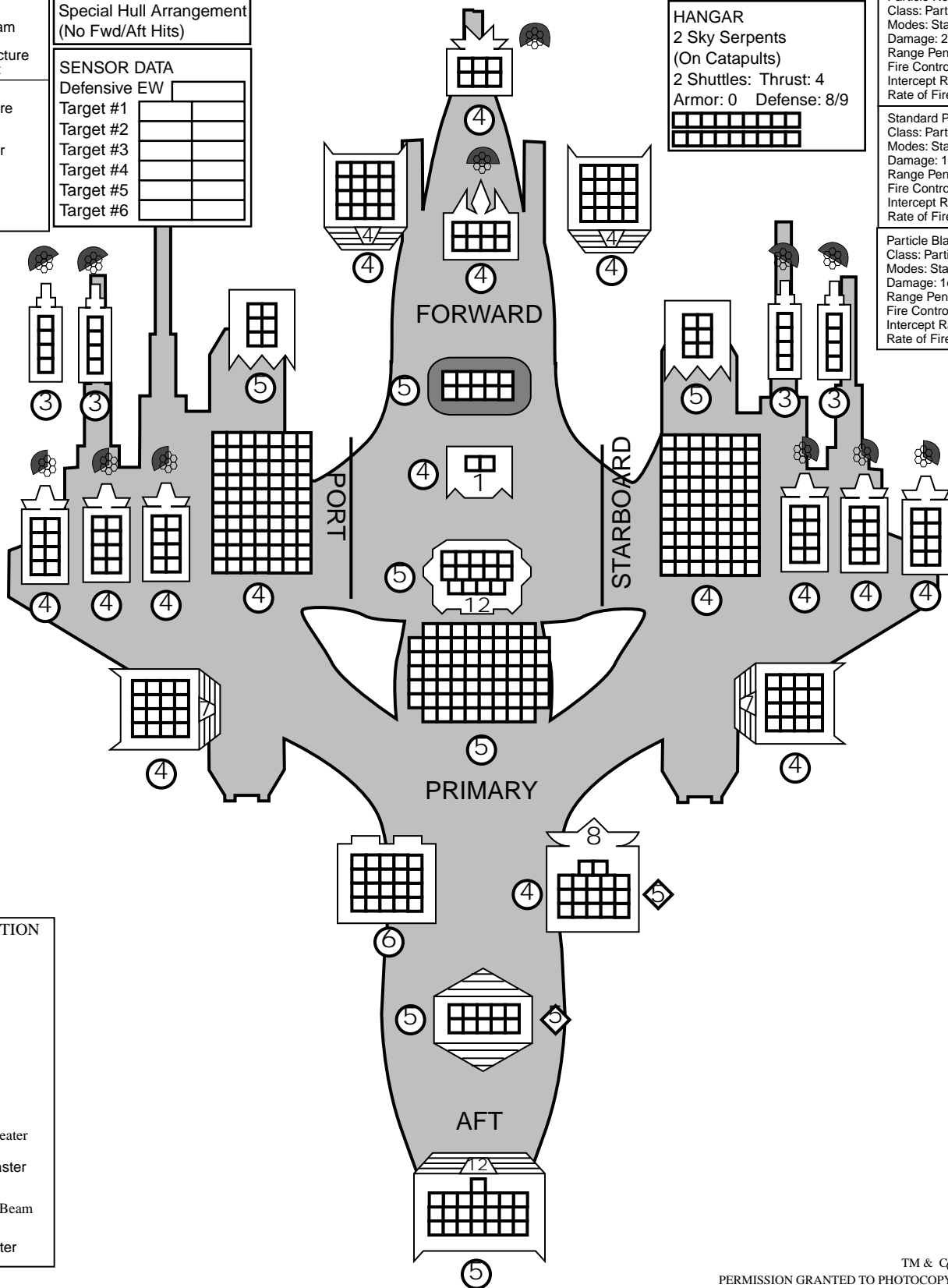
Drazi Peregrine Prototype Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2234	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: ???	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 220	Pivot Cost: 3+3 Thrust	Extra Power: 6
Jump Delay: 36	Roll Cost: 3+3 Thrust	Initiative Bonus: +7
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
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
Particle Repeater Class: Particle Modes: Standard Damage: 2d10 Range Penalty: -1 per hex Fire Control: +2/+2/+4 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
Particle Blaster Class: Particle Modes: Standard Damage: 1d10+12 Range Penalty: -1 per 2 hexes Fire Control: +4/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

SIDE HITS	SPECIAL NOTES
1-3:Port/Stb Thrust	Special Hull Arrangement (No Fwd/Aft Hits)
4-7:Particle Blaster	
8-9:Std Particle Beam	
10:Catapult	
11-18:Port/Stb Structure	
19-20:PRIMARY Hit	
PRIMARY HITS	SENSOR DATA
1-7:Primary Structure	Defensive EW
8-10:Fwd/Aft Thrust	Target #1
11:Particle Cutter	Target #2
12:Particle Repeater	Target #3
13-14:Sensors	Target #4
15-16:Engine	Target #5
17:Hangar	Target #6
18-19:Reactor	
20:C & C	

HANGAR
2 Sky Serpents
(On Catapults)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



ICON RECOGNITION

	Thrust
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Particle Repeater
	Particle Blaster
	Std Particle Beam
	Particle Cutter