

Drazi Peregrine Jump Ship

SPECS

Class: **Capital Ship**
 In Service: 1999
 Point Value: **525**
 Ramming Value: **160**
 Jump Delay: **38 Turns**

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: **15**
 Stb/Port Defense: **15**
 Engine Efficiency: **3/1**
 Extra Power: **+2**
 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

HANGAR

12 Fighters
 1 Shuttle: Thrust: 4
 Armor: 0 Defense: 9/10

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

Heavy Plasma Cannon

Class: Plasma
 Modes: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

FORWARD HITS

1-5: Retro Thrust
 6-8: Part. Cannon/Hvy Plasma
 9: Std. Particle Beam
 10-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
 6-7: Std Particle Beam
 8-9: Repeater Gun/Hvy Plasma
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
 9-10: Main Thrust
 11-12: Sensors
 13-14: Jump Engine
 15-16: Engine
 17-18: Hangar
 19: Reactor
 20: C & C

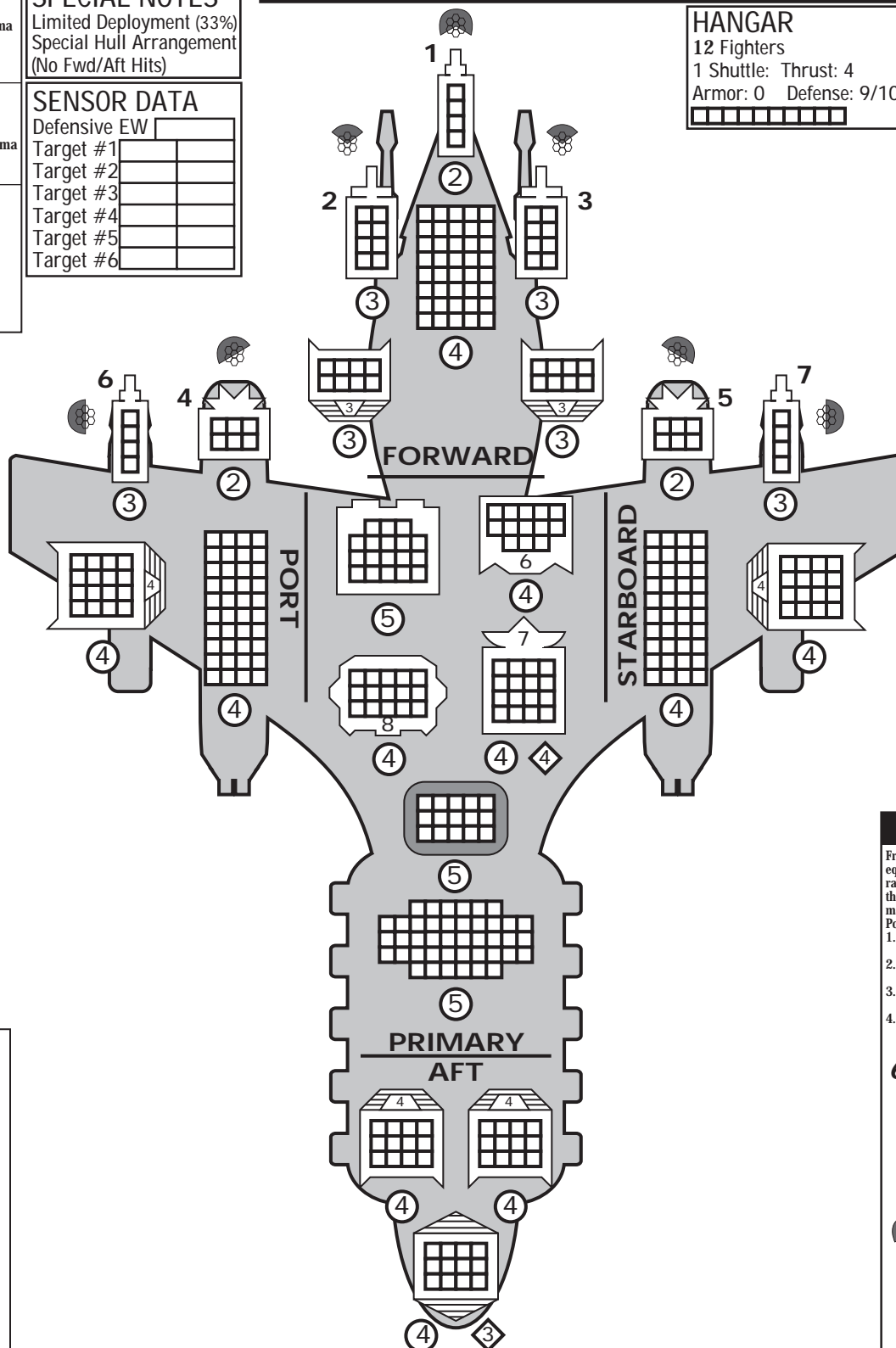
SPECIAL NOTES

Limited Deployment (33%)
 Special Hull Arrangement
 (No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

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

Early Peregrine

From 1938-1998, the Peregrine was equipped with plasma based heavy weapons rather than particle weapons as shown on the SCS. For scenarios played before 1999 make the following changes.

Point Value: 475

1. Replace Std Particle Beam 1 with Hvy Plasma Cannon 1.
2. Replace Particle Cannons 2 and 3 with Std Particle Beams 2 and 3.
3. Replace Repeater Guns 4 and 5 with Hvy Plasma Cannons 4 and 5.
4. Reduce the Sensor Rating from 7 to 6.

