



2ND EDITION

Drazi Shrieking Peregrine Jump Ship

SPECS

Class: Capital Ship
In Service: 2025
Point Value: 525
Ramming Factor: 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: +6
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

Hvy Particle Projector
Class: Particle
Modes: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 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: Hvy Part. Projector
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
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

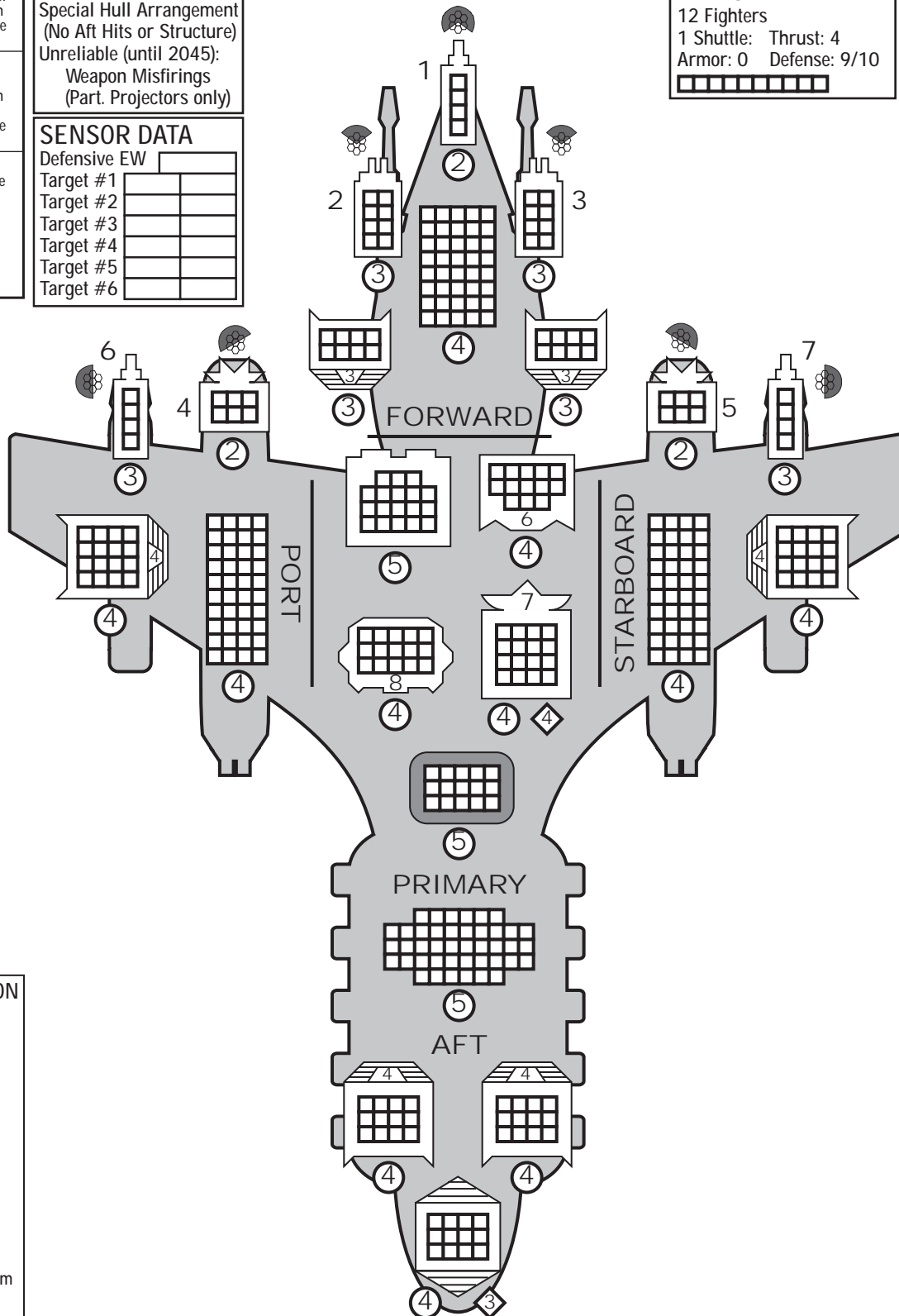
SPECIAL NOTES

Limited Availability (33%)
Special Hull Arrangement
(No Aft Hits or Structure)
Unreliable (until 2045):
Weapon Misfirings
(Part. Projectors only)

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

