

Drazi Swallow Carrier

SPECS

Class: Capital Ship
 In Service: 1968
 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: +3
 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

Hvy 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/Plasma
 9-10: Repeater/SPB
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
 6-7: 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

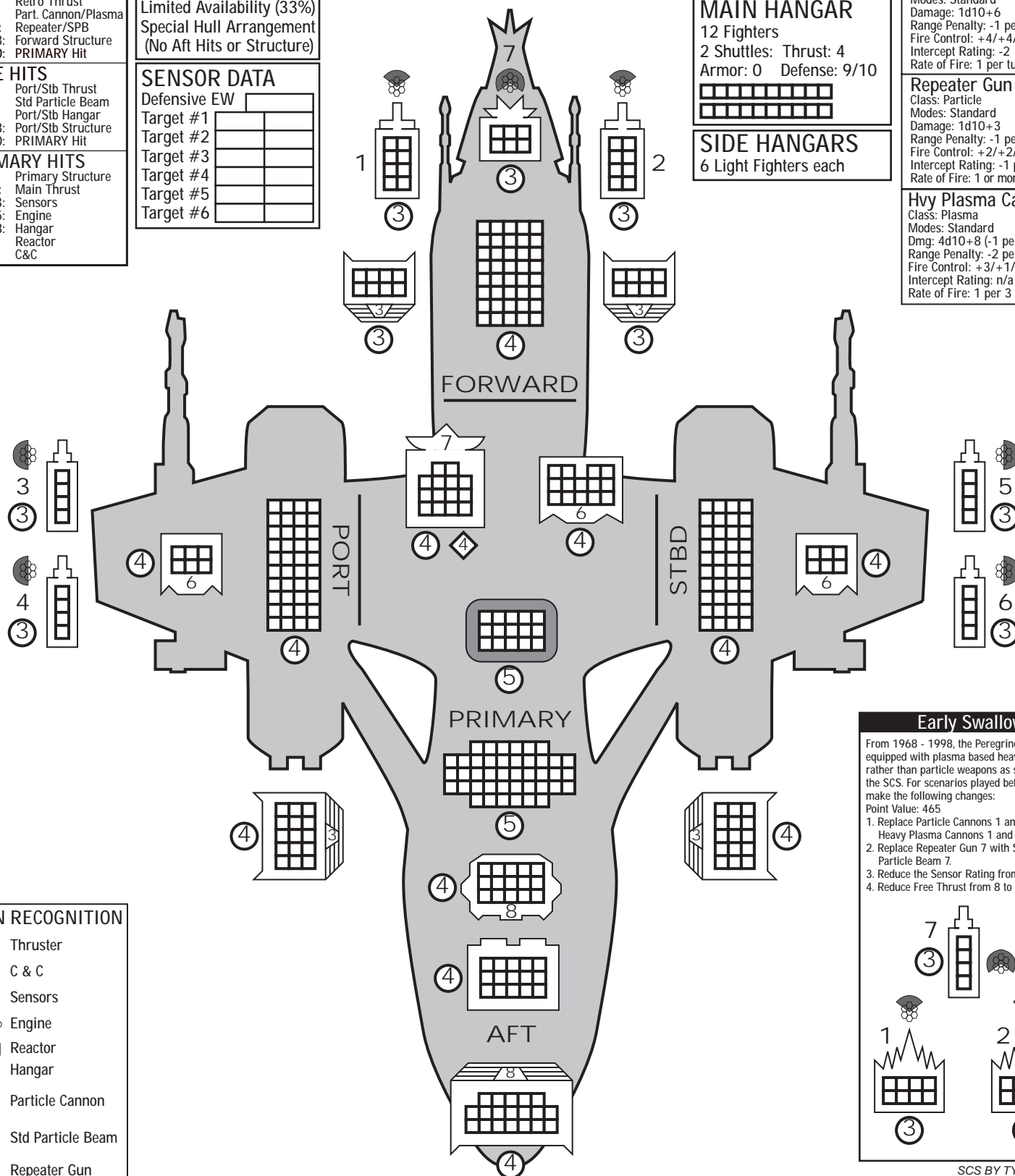
12 Fighters

2 Shuttles: Thrust: 4

Armor: 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

Early Swallow

From 1968 - 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: 465

1. Replace Particle Cannons 1 and 2 with Heavy Plasma Cannons 1 and 2.
2. Replace Repeater Gun 7 with Std Particle Beam 7.
3. Reduce the Sensor Rating from 7 to 6.
4. Reduce Free Thrust from 8 to 6.

