Peregrine Jump Ship

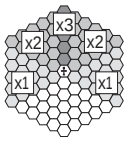
FLEET ACTION

Ship Datacard

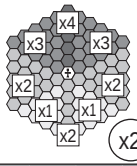
ID:

SHIP NAME: SQUADRON:

Hvy. Plasma Cannon
Class: Plasma
Range: 3/6/9/12
Fire Control: d10//d8/-
Damage: 4d10/3d10/2d10/d10
Max Shots/Turn: 1



Std. Particle Beam
Class: Particle
Range: 2/4/6/8
Fire Control: d10//d10/d10
Damage: d8
Max Shots/Turn: 3



x2

CMD RATING: 10
CMD COST: 4
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 9
AVAIL: Uncommon

RACE: Drazi Freehold
CLASS: Peregrine Jump Ship
CATEGORY: Capital
YEAR IN SERVICE: 1938
Jump Drive: Yes
POINT VALUE: 325

NOTES:

Loadout (1938-1999)(400 points):
2 Flights Dragon

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Hvy. Plasma Cannon																														
Std. Particle Beam																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Peregrine Jump Ship (1999 refit)

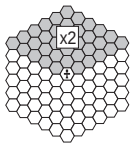
FLEET ACTION

Ship Datacard

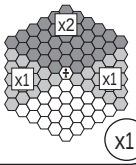
ID:

SHIP NAME: SQUADRON:

Particle Cannon
Class: Particle
Range: 4/8/12/16
Fire Control: d12/d10//d8
Damage: 2d10 +1 per die
Max Shots/Turn: 2

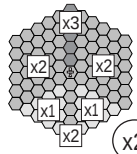


Repeater Gun
Class: Particle
Range: 4/8/12/16
Fire Control: d8/d8/d8
Damage: d6
Max Shots/Turn: 3 (special)



x1

Std. Particle Beam
Class: Particle
Range: 2/4/6/8
Fire Control: d10//d10/d10
Damage: d8
Max Shots/Turn: 3



x2

CMD RATING: 10
CMD COST: 4
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 10
AVAIL: Uncommon

RACE: Drazi Freehold
CLASS: Peregrine Jump Ship
CATEGORY: Capital
YEAR IN SERVICE: 1999
Jump Drive: Yes
POINT VALUE: 315

NOTES:

Loadout (1999+)(390 points):
2 Flights Dragon

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Particle Cannon																														
Repeater Gun																														
Std. Particle Beam																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														