

# Dregg Challenger Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium	Turn Cost: 1/2 speed	Fwd/Aft Defense: 12
In Service: 226S	Turn Delay: 1/2 speed	Stb/Port Defense: 13
Point Value: 450??	Accel/Decel Cost: 2	Engine Efficiency: 3/1
Ramming Factor: 80	Pivot Cost: 2+2 thrust	Extra Power: +3
Jump Delay: N/A	Roll Cost: 2+2 thrust	Initiative Bonus: +10

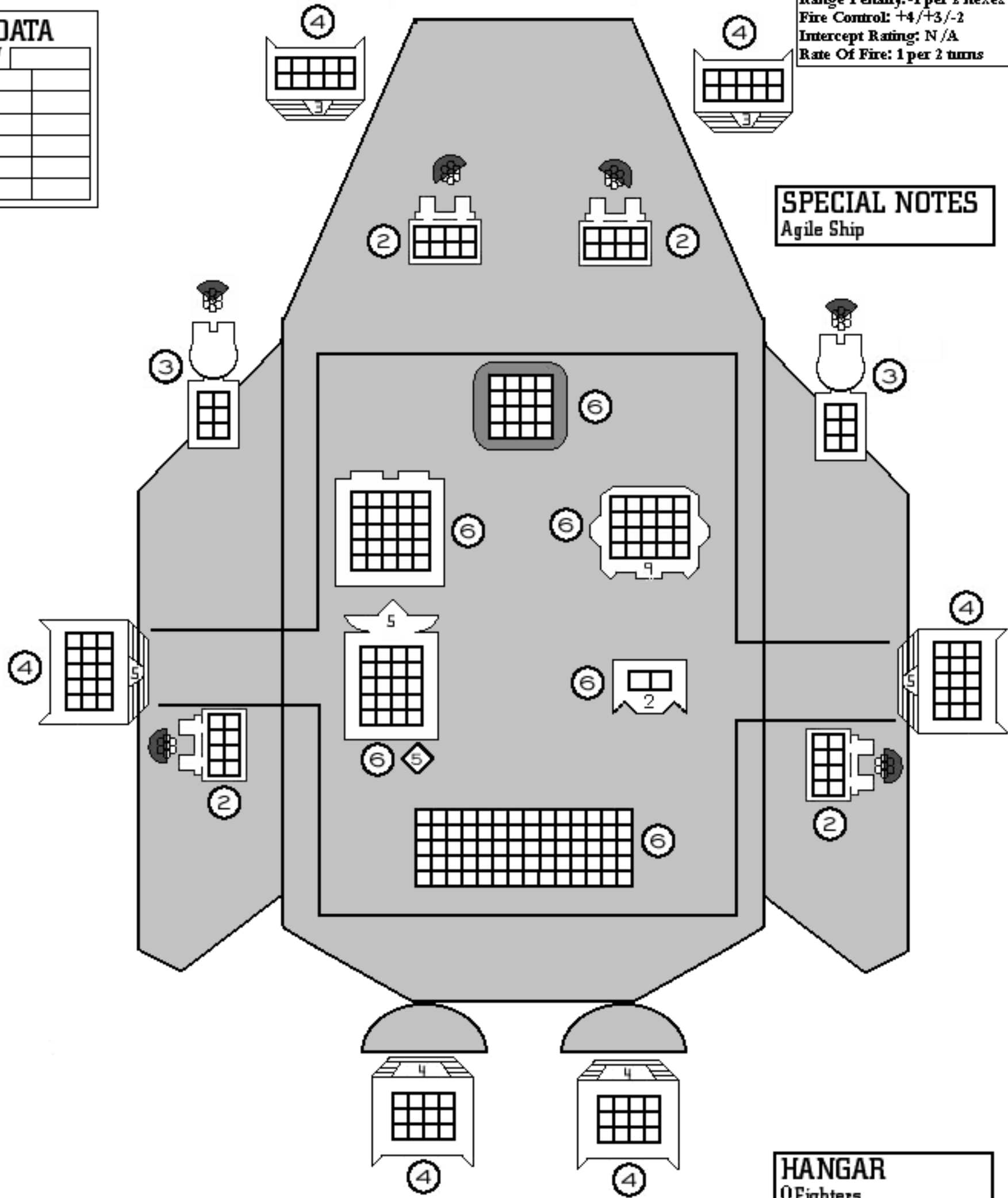
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA	
<b>Dual Particle Gun</b>	
Class: Particle	◆
Mode: Standard	□
Damage: 1d10+3	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 2 per turn (Linked)	

Medium Positron Cannon	
Class: Positronic	◆
Mode: Standard	□
Damage: 3d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-2	
Intercept Rating: N/A	
Rate Of Fire: 1 per 2 turns	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**SPECIAL NOTES**  
 Agile Ship



HANGAR																	
0 Fighters																	
2 Shuttles: Thrust: 3																	
Armor: 2 Defense: 8/10																	
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- FORWARD HITS**  
 1-6 Retro Thrust  
 7-11 Med. Positron  
 12-13 Dual Particle  
 14-19 Structure  
 20 Primary Hit
- AFT HITS**  
 1-9 Main Thrust  
 10-12 Dual Particle  
 13-19 Structure  
 20 Primary Hit
- PRIMARY HITS**  
 1-9 Jump Engine  
 10-11 Prt/Sub Thruster  
 12-13 Sensor  
 14-15 Engine  
 16-17 Hangar  
 18-19 Reactor  
 20 C&C