

# Dregg Conquest Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x speed	Fwd/Aft Defense: 15
In Service: 2270	Turn Delay: 1 x speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 thrust	Extra Power: +2
Jump Delay: 24 turns	Roll Cost: 3+3 thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

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)	

<b>Positron Pulsar</b>	
Class: Positronic	
Mode: Pulse	
Damage: 15 d3 times	
Max. Pulses: 5	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/+1	
Intercept Rating: N/A	
Rate Of Fire: 1 per 2 turns	

<b>Medium Positron Cannon</b>	
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	

FORWARD HITS
1-4 Retro Thrust
5-7 Dual Particle
8-10 Positron Pulsar
11-15 Structure
19-20 Primary Hit

AFT HITS
1-6 Main Thrust
7-9 Dual Particle
10-17 Aft Structure
18-20 Primary Hit

SIDE HITS
1-3 Retro Thrust
4-7 Hangar
8-10 Heavy Positron
11-14 Dual Particle
15-19 Structure
20 Primary Hit

PRIMARY HITS
1-7 Primary Structure
8-9 Jump Engine
10-11 Medium Positron
12-13 Sensors
14-15 Engine
16-17 Hangar
18-19 Reactor
20 C&C

WEAPON DATA	
<b>Heavy Positron Cannon</b>	
Class: Positronic	
Mode: Standard	
Damage: 4d10+20	
Range Penalty: -1 per 3 hexes	
Fire Control: +6/+4/-3	
Intercept Rating: N/A	
Rate Of Fire: 1 per 4 turns	

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 2 Defense: 8/10

SIDE HANGARS
6 Fighters each
0 Shuttles

