

Dregg Destructive Missile Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2268	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 450	Accel/Decel Cost: 2	Engine Efficiency: 4/1
Ramming Factor: 170	Pivot Cost: 2+2 thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 + 2 thrust	Initiative Bonus: +6
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

Dual Particle Gun
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 2 per turn (Linked)

Class-S Missile Rack
 Class: Ballistic
 Modes: Standard
 Damage: 20
 Range Penalty: 20 hex Range
 Fire Control: +3/+3/+3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4 Retro Thrust
 5-7 Missile Rack
 8-10 Dual Particle
 11-15 Structure
 19-20 Primary Hit

AFT HITS

1-6 Main Thrust
 7-10 Dual Particle
 11-15 Structure
 19-20 Primary Hit

PRIMARY HITS

1-4 Prt/Stb Thruster
 5-7 Engine
 8-10 Sensors
 11-13 Hangar
 15-17 Reactor
 18-19 Structure
 20 C&C

SENSOR DATA

Defensive EW

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

MISSILES

Rack # 1

Rack # 2

Rack # 3

Rack # 4

Rack # 5

HANGAR

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

