

# Dregg Hunter Patrol Cutter

| SPECS              | MANEUVERING                | COMBAT STATS           |
|--------------------|----------------------------|------------------------|
| Class: Medium      | Turn Cost: 1/3 Speed       | Fwd/Aft Defense: 12    |
| In Service: 2266   | Turn Delay: 1/3 Speed      | Stb/Port Defense: 13   |
| Point Value: 425   | Accel/Decel Cost: 2        | Engine Efficiency: 3/1 |
| Ramming Factor: 50 | Pivot Cost: 1+1 Thrust     | Extra Power: 0         |
| Jump Delay: N/A    | Roll Cost: 1+1 Thrust      | Initiative Bonus: +11  |
| 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

**Plasma Bolter** 

Class: Plasma  
 Mode: Standard  
 Damage: 24 (-1 per 3 hexes)  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-4  
 Intercept Rating: N/A  
 Rate Of Fire: 1 per 2 turns

**Dual Particle Gun** 

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)

- FORWARD HITS**  
 1-4 Retro Thrust  
 5-7 Dual Particle  
 8-10 Plasma Bolter  
 11-15 Structure  
 19-20 Primary Hit
- AFT HITS**  
 1-6 Main Thrust  
 7-9 Dual Particle  
 10-15 Structure  
 19-20 Primary Hit
- PRIMARY HITS**  
 1-4 Prt/Stb Thruster  
 5-6 Sensor  
 7-8 Reactor  
 9-10 Engine  
 11-12 Hangar  
 13-19 Primary Structure  
 20 C&C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

