

# Dregg Observer Scout

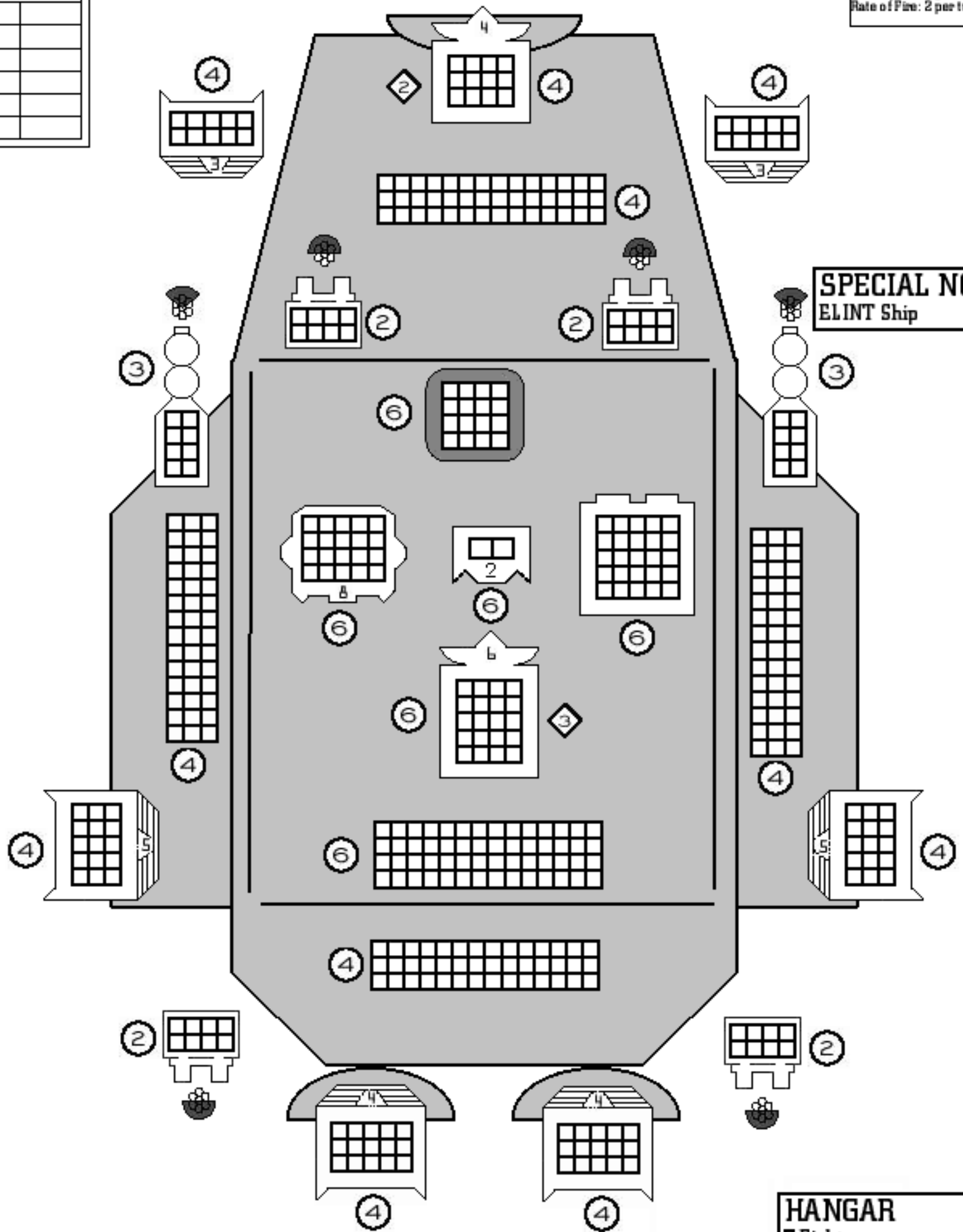
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x speed	Fwd/Aft Defense: 16
In Service: 2270	Turn Delay: 1 x speed	Stb/Port Defense: 15
Point Value: 500	Accel/Decel Cost: 3	Engine Efficiency: 4/1
Ramming Factor: 200	Pivot Cost: 2+2 thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 thrust	Initiative Bonus: +0
Speed		
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>Positron Pulsar</b>	
Class: Positronic	5
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	

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

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 Forward Sensor
- 11-15 Structure
- 19-20 Primary Hit
- AFT HITS**
- 1-6 Main Thrust
- 7-10 Dual Particle
- 11-15 Structure
- 19-20 Primary Hit
- SIDE HITS**
- 1-6 Retro Thrust
- 7-10 Positronic Pulsar
- 11-15 Structure
- 19-20 Primary Hit
- PRIMARY HITS**
- 1-5 Primary Structure
- 5-10 Engine
- 11-13 Sensor
- 14-16 Reactor
- 17-19 Hangar
- 20 C&C



**SPECIAL NOTES**  
ELINT Ship

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