



Dilgar Jashakar Testbed Ship (Advanced Guns)

SPECS

Class: Medium Ship
In Service: 2232
Point Value: 500
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Sth/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +13

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	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Medium Laser Cannon
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Battle Pulsar
Class: Particle
Mode: Pulse
Damage: 10 1d4 Times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

One Shot Missile Pod
Class: Ballistic
Ammo: One Missile
Range Penalty: None
Fire Control: n/a (missile OEW)
Rate of Fire: 1
Special: Destroys itself when fired (one-shot system).

Scatter Pulsar
Class: Particle
Mode: Pulse
Damage: 6 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Neutron Bolter
Class: Particle
Modes: Standard
Damage: 14
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thruster
5-6: Medium Laser Cannon
7-8: Battle Pulsar
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thruster
7-8: Scatter Pulsar
9-10: Lt. Neutron Bolter
11: Aft Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Sth Thruster
9-10: OS Missile Pod
11-13: Sensors
14-15: Primary Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA 7

Defensive EW

Target #1

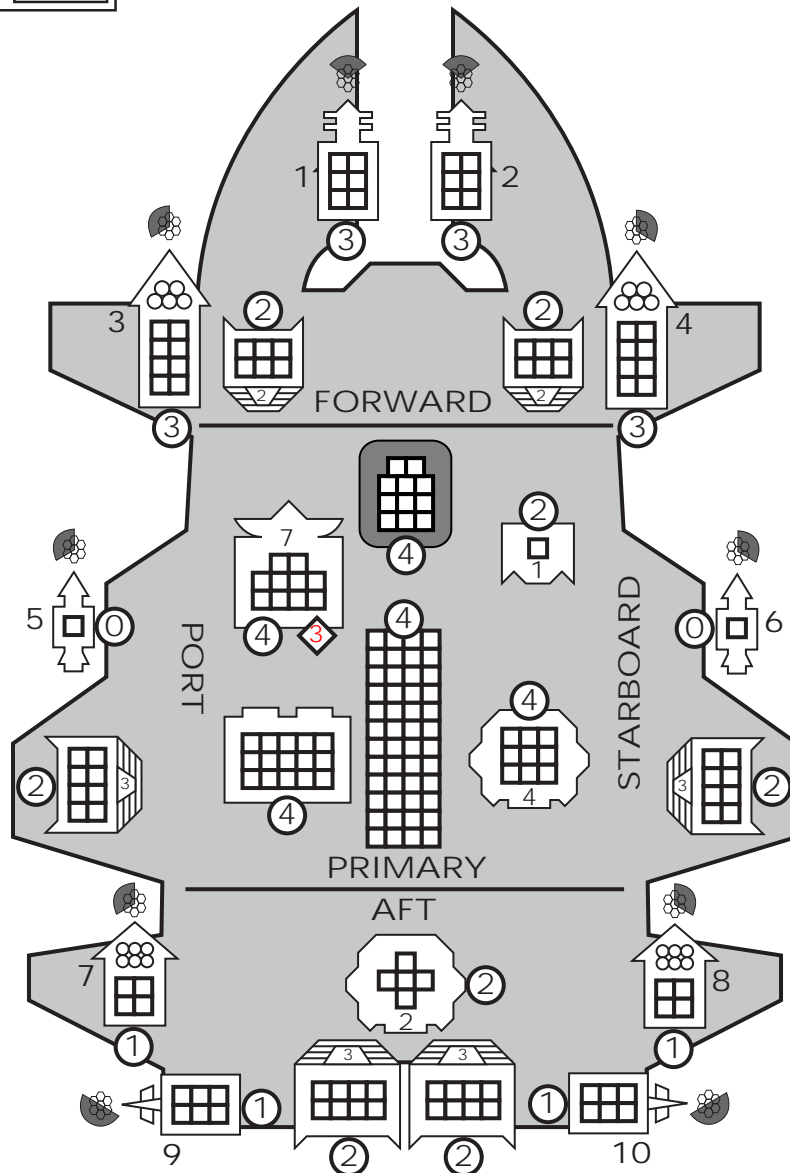
Target #2

Target #3

Target #4

Target #5

Close Combat



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo