



Dilgar Rikhata Gunboats (4)

SPECS

Class: Lt Combat Vsl
In Service: 2228
Point Value: 200 each?
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Sth/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

WEAPON DATA

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

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

HIT LOCATIONS

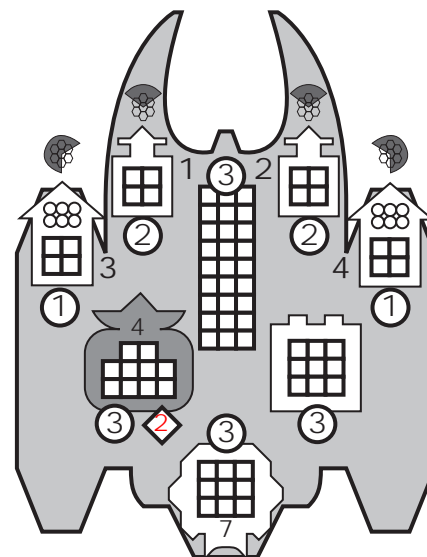
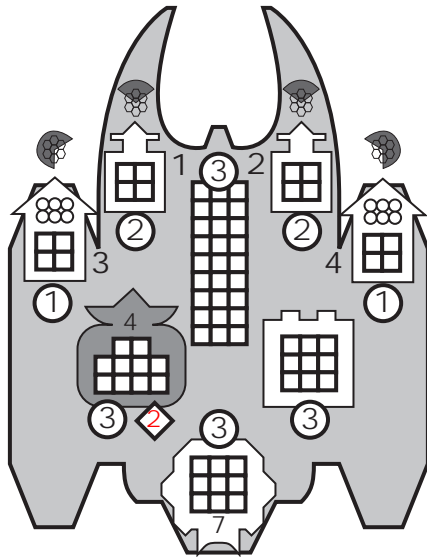
1-10: Structure
11-12: Main Weapon
13-14: Scatter Pulsar
15-16: Drive
17-18: Reactor
19-20: Control

SPECIAL NOTES

Agile Ships
Non-Atmospheric

SENSOR DATA 4

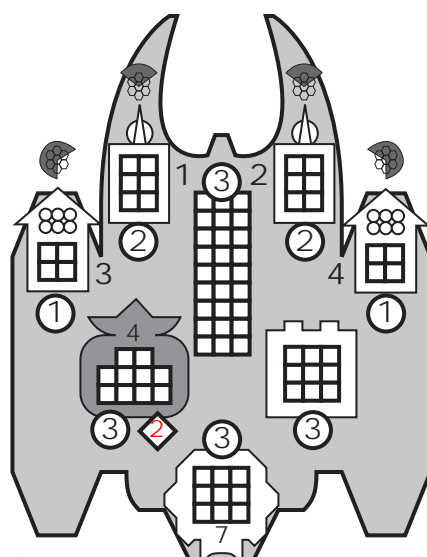
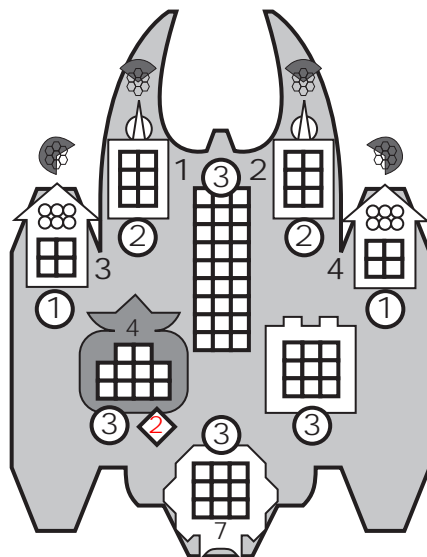
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat



LASER VARIANTS

SENSOR DATA 4

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat



BOLTER VARIANTS

SENSOR DATA 4

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat

ICON RECOGNITION

Control
 Drive
 Reactor

SENSOR DATA 4

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat