

Version 1: 2E/DW

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Dilgar Delegor Suicide Frigate

## SPECS

Class: Medium Ship  
In Service: 2232  
Point Value: 250  
Ramming Factor: 180  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

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

## WEAPON DATA

### Scatter-Pulsar

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

## FORWARD HITS

1-3: Retro Thrust  
4-6: Scatter-Pulsar  
7-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Aft Engine  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-11: Sensors  
12-14: Primary Engine  
15-16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

+4 Ramming Bonus  
Special Deployment Rules

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

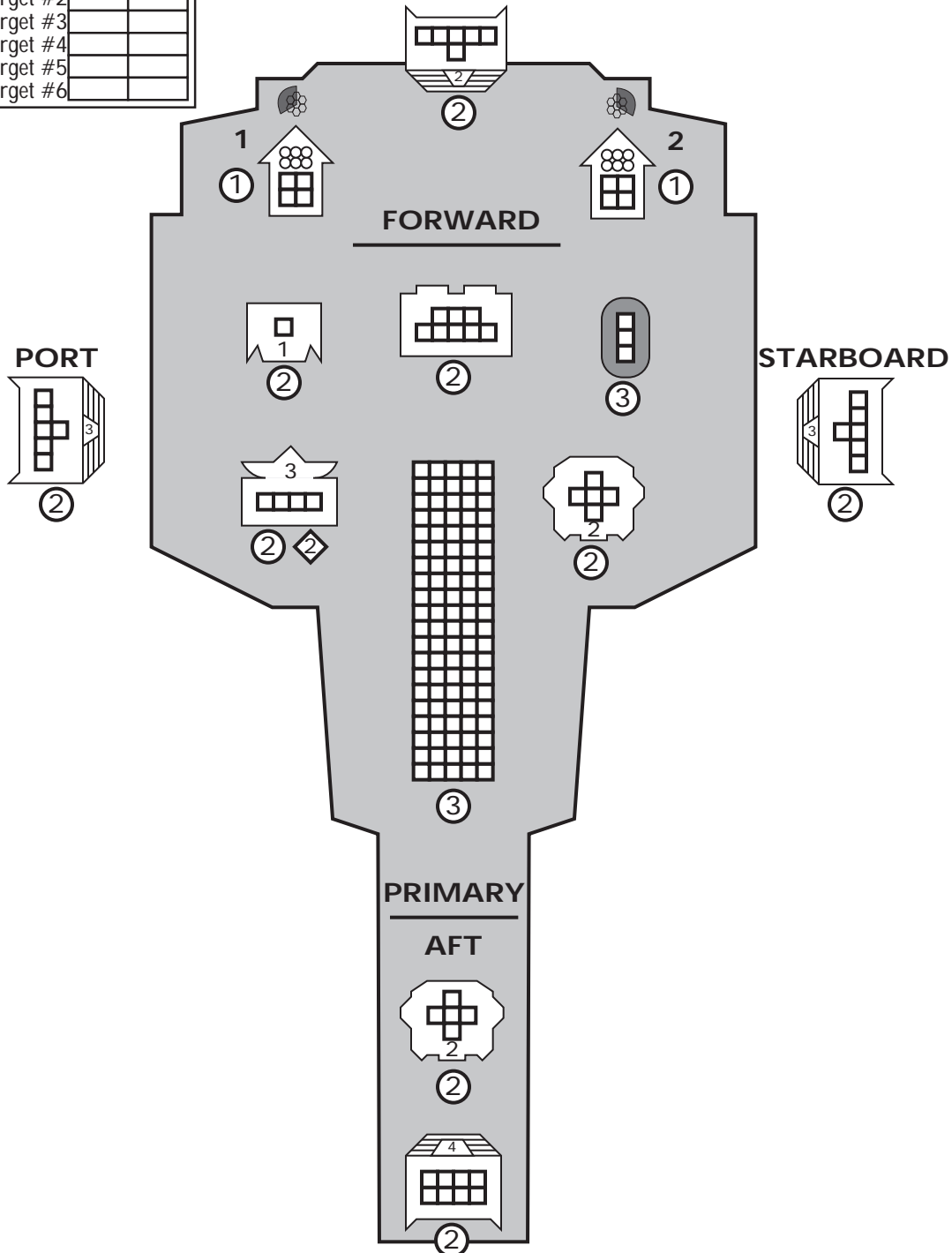
Target #6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 5

Armor: 1 Defense: 9/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Scatter-Pulsar