

Version 1: 2E/DW

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

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



# Dilgar Jashakar Frigate

## SPECS

Class: Medium Ship  
In Service: 2224  
Point Value: 400  
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  
Stb/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

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 5  
Armor: 1 Defense: 9/10

## WEAPON DATA

**Medium Laser Cannon**  
Class: Laser  
Mode: 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

**Light Laser Cannon**  
Class: Laser  
Mode: 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

**Medium Bolter**  
Class: Particle  
Mode: Standard  
Damage: 18  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

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

**Plasma Torch**  
Class: Plasma  
Mode: Standard  
Damage: 2d10+10 -1 per hex  
Range Penalty: -2 per hex  
Fire Control: +2/+0/--  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-6: Medium Laser  
7-8: Medium Bolter  
9-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Light Bolter  
9-10: Plasma Torch  
11: Aft Engine  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-10: Port/Stb Light Laser  
11-13: Sensors  
14-15: Primary Engine  
16: Hangar  
17-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW 

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Target #1 

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Target #2 

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Target #3 

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Target #4 

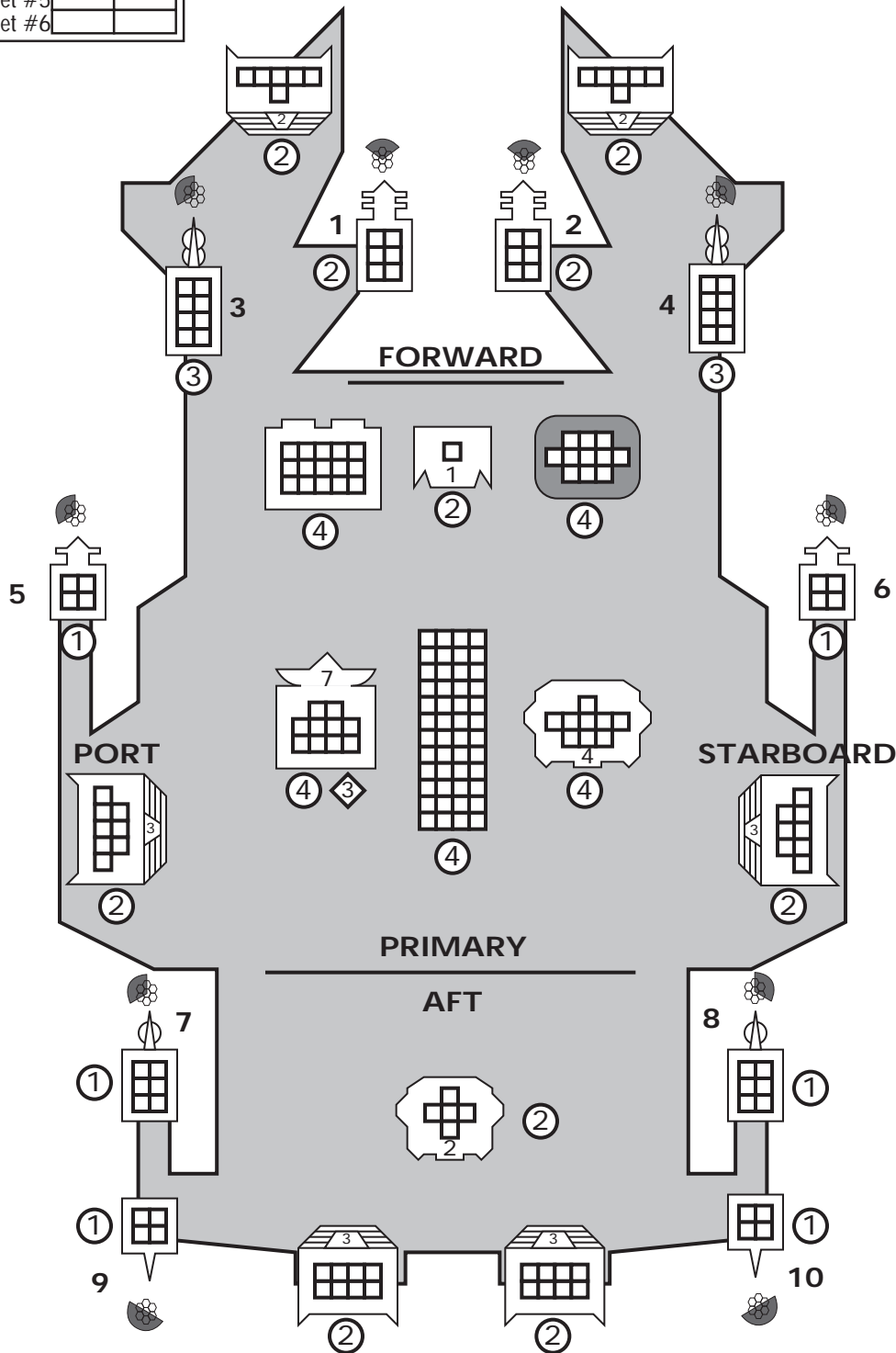
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Target #5 

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Target #6 

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## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Laser
- Medium Bolter
- Light Bolter
- Light Laser
- Plasma Torch