

Dilgar Protra-L Imprvd Scoutship

SPECS

Class: Capital Ship
In Service: 2240
Point Value: 575
Ramming Factor: 170
Jump Delay: 36 Turns

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

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +2
Initiative Bonus: +1

WEAPON DATA

Imperial Laser
Class: Laser
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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

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

Dilgar Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-4: Retro Thrust
5: Energy Pulsar
6-7: Medium Bolter
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Scatter-Pulsar
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Light Bolter
9: Aft Engine
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Jump Drive
12-14: Sensors
15-16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

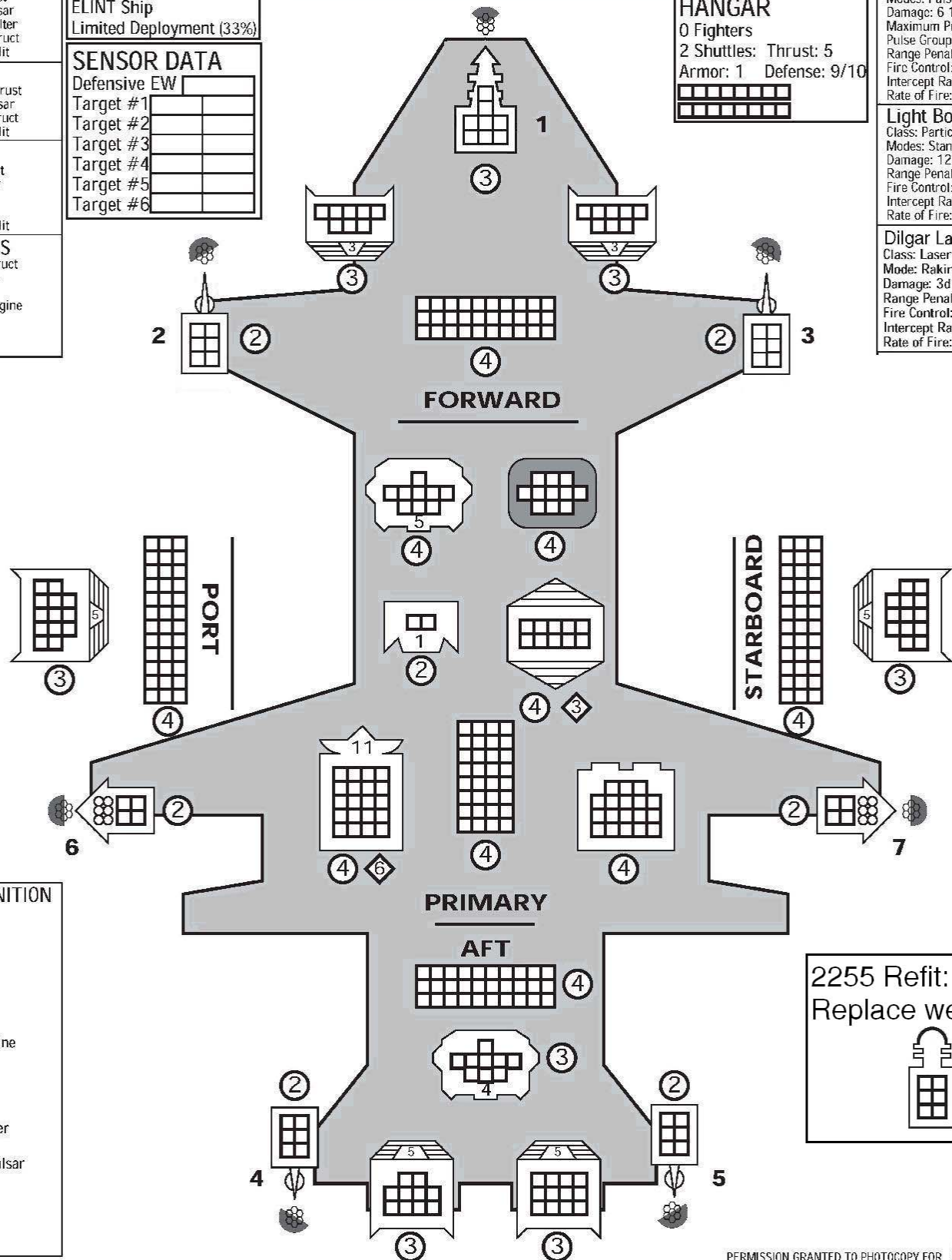
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Light Bolter
- Scatter-Pulsar

2255 Refit:
Replace weapon 1

