



# Dilgar Rishekar Rail Frigate

## SPECS

Class: Medium Ship  
In Service: 2221  
Point Value: 250  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 2/3 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: 13  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

Light Rail Gun  
Class: Matter  
Mode: Standard  
Damage: 1d10+5  
Range Penalty: -1 per hex  
Fire Control: +0/+2/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns



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

## HANGAR

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



## FORWARD HITS

1-4: Retro Thrust  
5-8: Medium Plasma  
9-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Light Plasma  
10: Aft Engine  
11-17: 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

## SPECIAL NOTES

Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

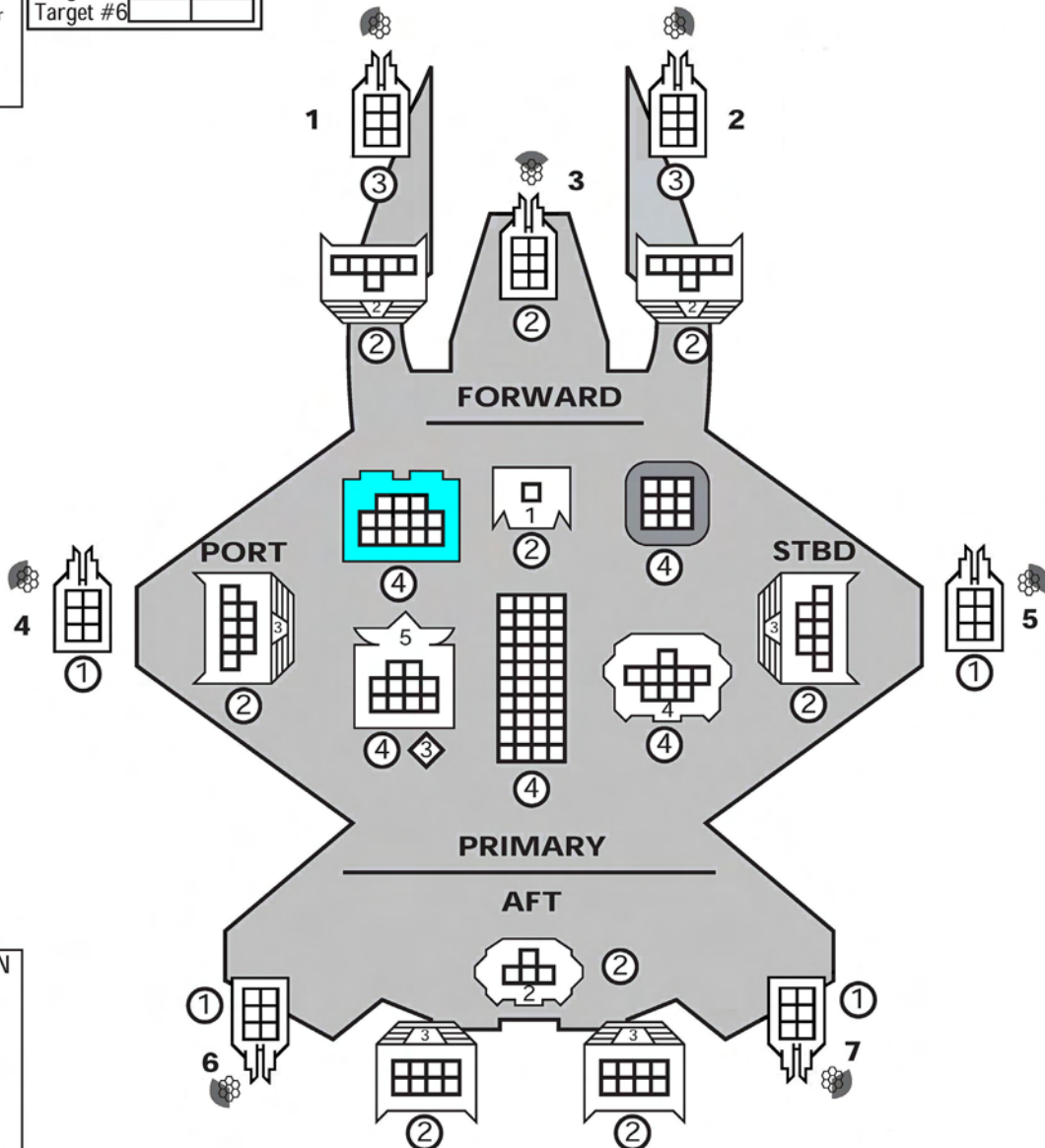
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Railgun