

Dilgar Protra-I Improved Scoutship

SPECS

Class: Capital Ship
In Service: 2254
Point Value: 900
Ramming Factor: 205
Jump Delay: 20 Turns

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: +0
Initiative Bonus: +1

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

WEAPON DATA

Light Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +6/+4/+2
Intercept Rating: -4
Rate of Fire: 1 turn

Medium Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 13 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +6/+4/+2
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

Medium Disruption Bolter
Class: Molecular
Modes: Standard
Damage: 20
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Ignores first two points of armor on section or system hit

Light Disruption Bolter
Class: Molecular
Modes: Standard
Damage: 13
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Ignores first point of armor on section or system hit

FORWARD HITS
1-4: Retro Thrust
5: Med Phase Pulse
6-7: Med Disrupt Bolter
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Lt Phase Pulse
8-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Lt Disrupt 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

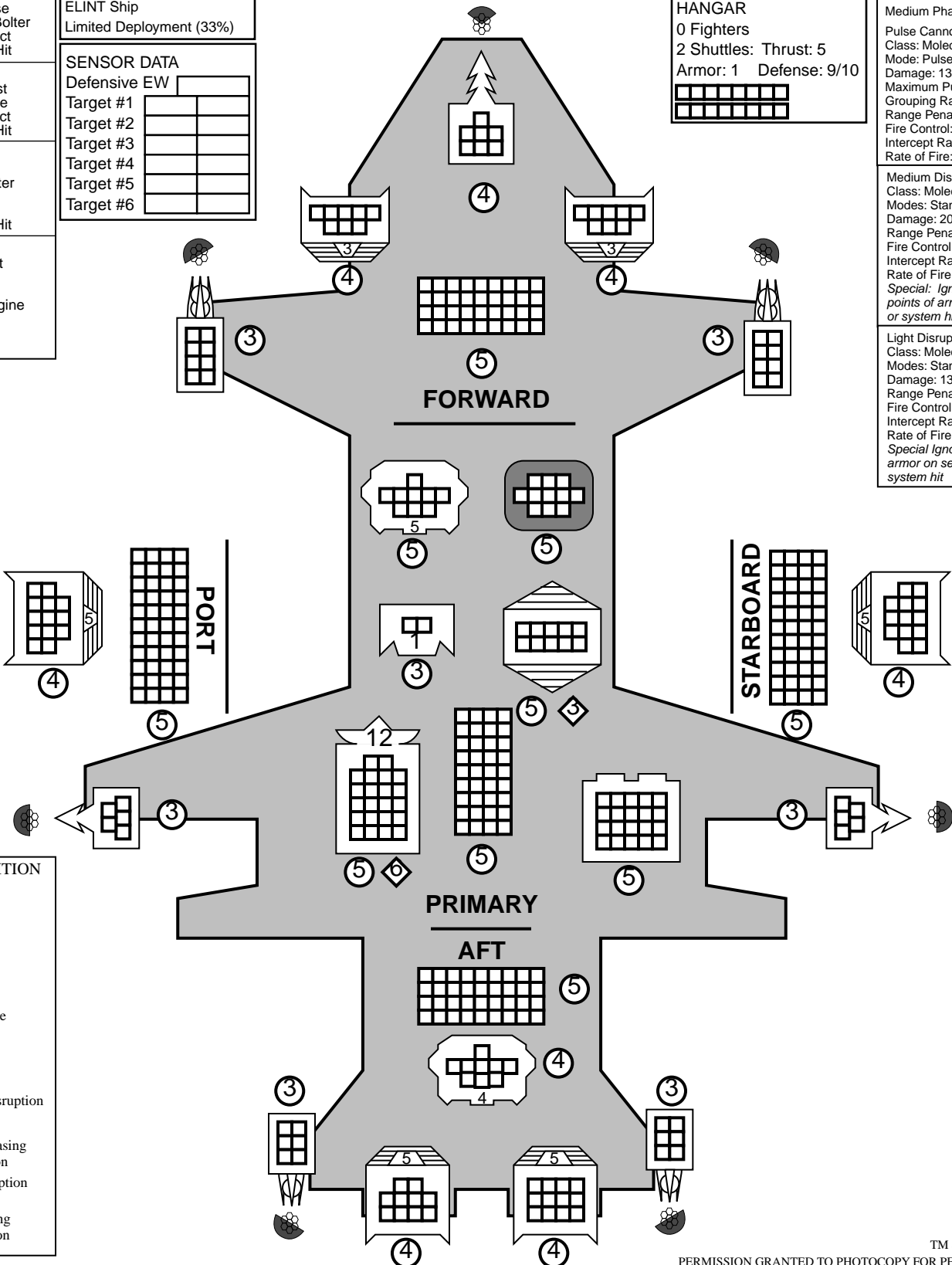
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Disruption Bolter
- Medium Phasing Pulse Cannon
- Light Disruption Bolter
- Light Phasing Pulse Cannon