

Dilgar Jashakar-P Pulse Frigate

SPECS

Class: Medium Ship
In Service: 2253
Point Value: 650
Ramming Factor: 65
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 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

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

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
5-8: Med Phase Pulse
9-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Lt Disrupt Bolter
9-10: Lt Phase Pulse
11: Aft Engine
12-17: Structure
18-20: PRIMARY Hit

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

SENSOR DATA

Defensive EW

Target #1

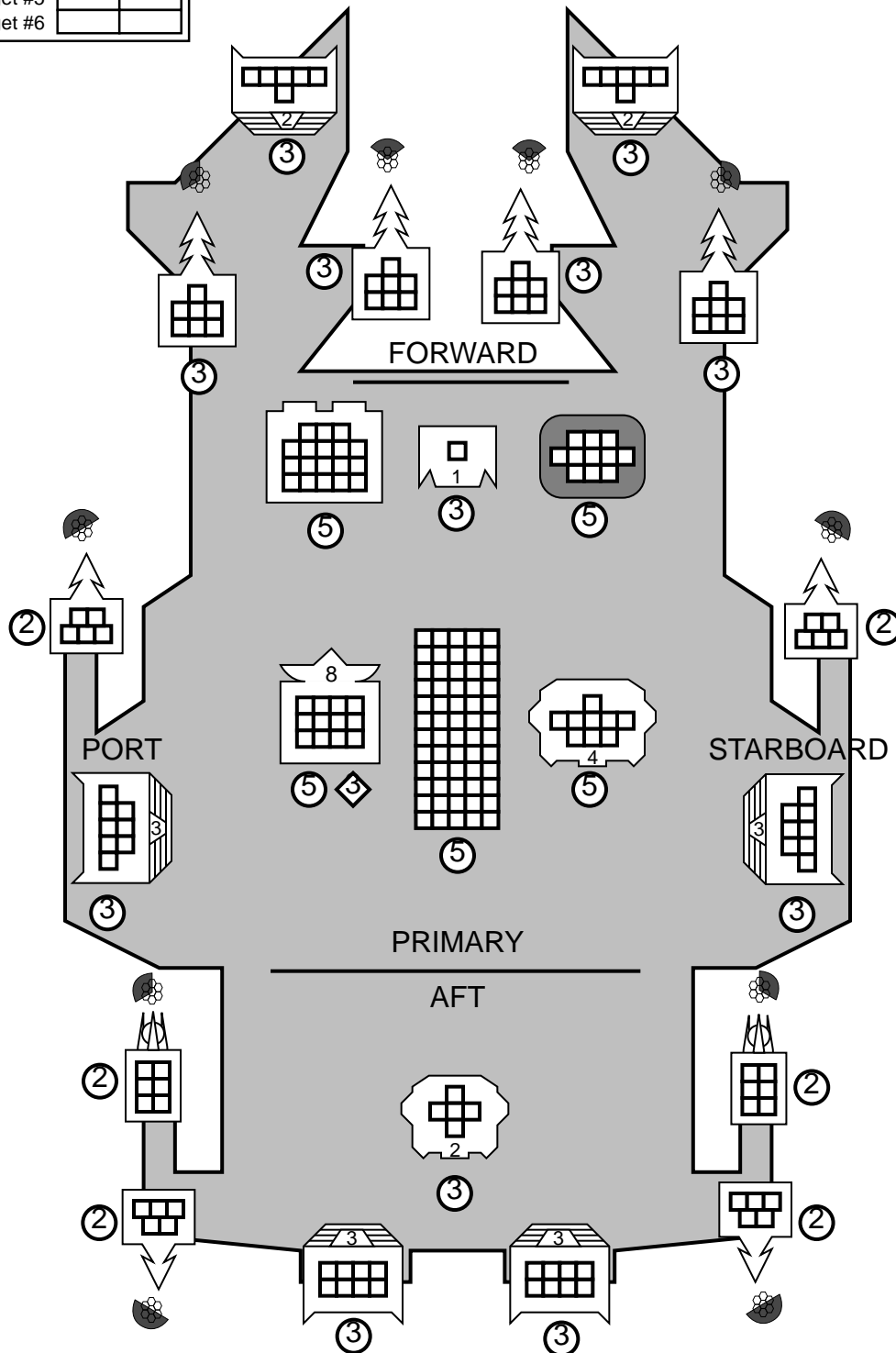
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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