



# Dilgar Jonkur Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 11
In Service: 2240	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 180	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: -4
Speed 1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12	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

## FORWARD HITS

1-4: Retro Thrust  
5-6: Hangar  
7-10: Cargo  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Engine  
8-11: Cargo  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-12: Scatter Pulsar  
13-14: Sensors  
15-16: Engine  
17-19: Reactor  
20: C & C

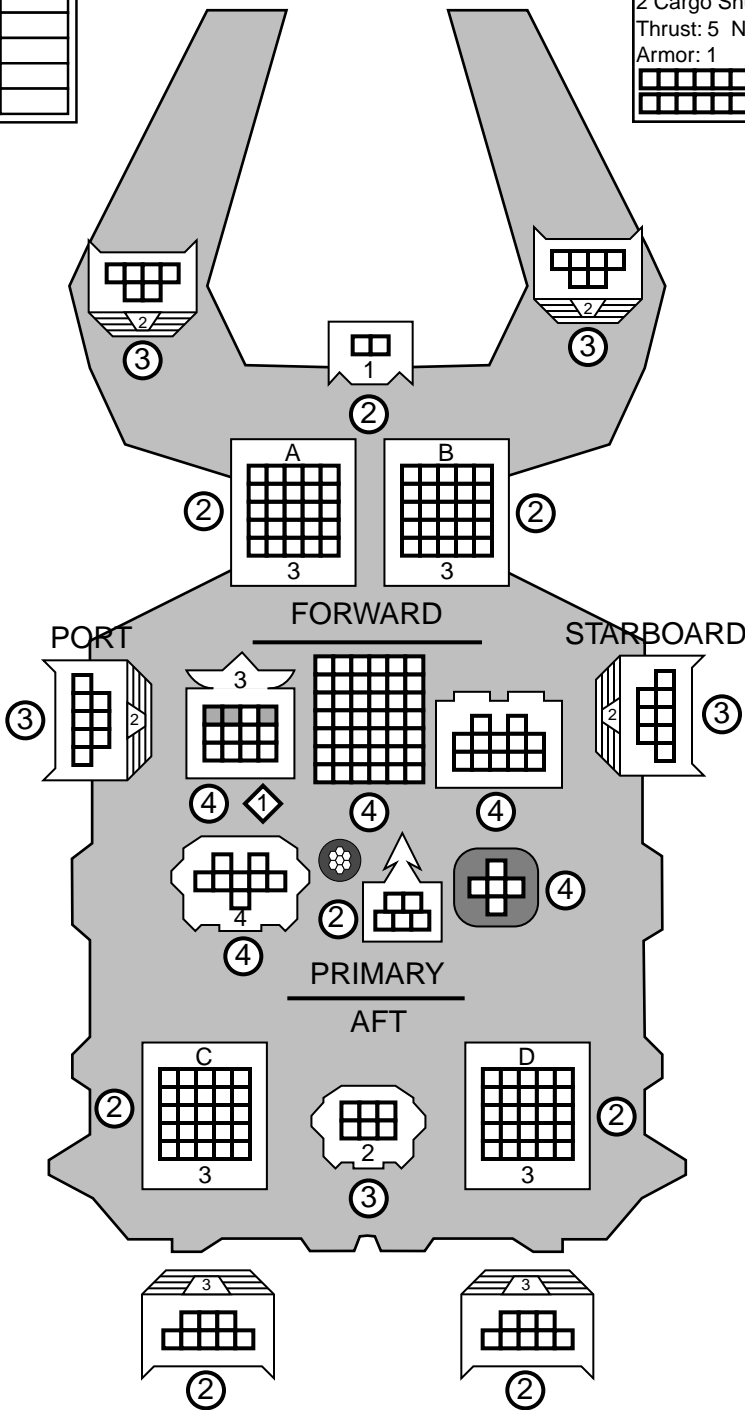
## SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## HANGAR

0 Fighters  
2 Cargo Shuttles:  
Thrust: 5 No weapons  
Armor: 1 Def: 9/10

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## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Light Phasing
- Pulse Cannon

**Faskur Spy Freighter**  
The Dilgar produced a covert ops version of their basic freighter equipped with ELINT sensors to spy on other races. The Faskur Spy Freighter is identical to the Jonkur freighter, but it has 5 sensors and is an ELINT ship. It has the larger 12 box sensor icon (delete the shaded boxes if using as the Jonkur) It costs 200 points and is treated as a rare variant of the Jonkur.