

Dilgar Jashakar-P Pulse Frigate



SPECS

Class: Medium Ship
In Service: 2243
Point Value: 525
Ramming Factor:
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

WEAPON DATA

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

Light Bolter
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -1
Rate of Fire: 1 per turn

Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-8: Med Pulse Cannon
9-17: Structure
18-20: PRIMARY Hit

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

PRIMARY HITS
1-8: Port/Stb Thrust
9-10: Port/Stbd LPC
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

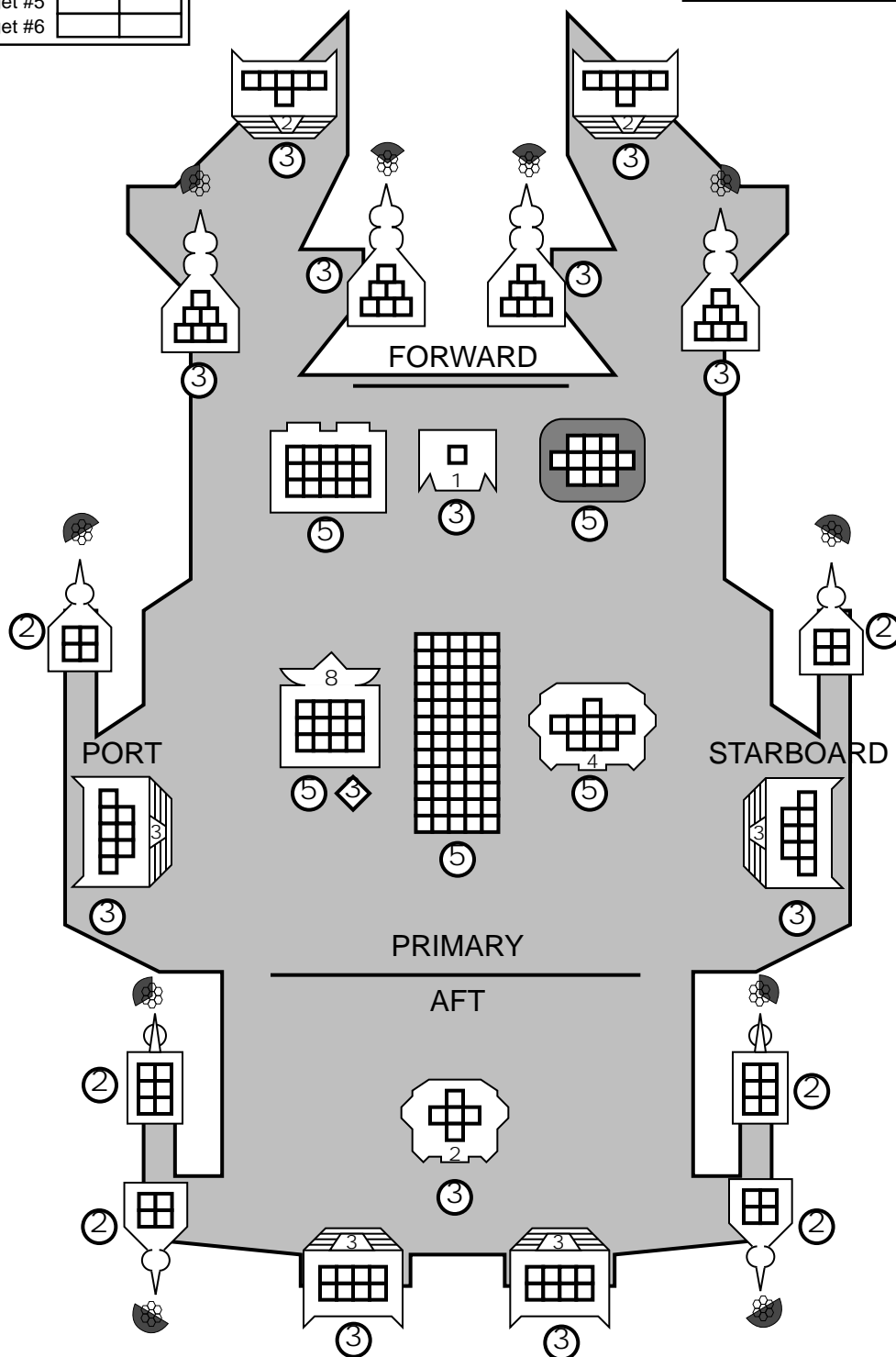
HANGAR

0 Fighters

1 Shuttle: Thrust: 5

Armor: 1 Defense: 9/10

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ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Light Bolter
- Light Pulse Cannon