

Dilgar Jashakar Frigate

SPECS

Class: Medium Ship
In Service: 2252
Point Value: 600
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

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

Ultralight Molecular

Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 2d10+2
Dmg, 2 Turns: 4d10+3
Dmg, 3 Turns: 6d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Medium Disruption Bolter

Class: Particle
Modes: Standard
Damage: 22
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: Particle
Modes: Standard
Damage: 14
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: Ignores first point of armor on section or system hit

Light Phasing

Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 8 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 Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Ultralight Slicer
7-8: Med Disrupt Bolter
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/Stb Light Laser
11-13: Sensors
14-15: Primary Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

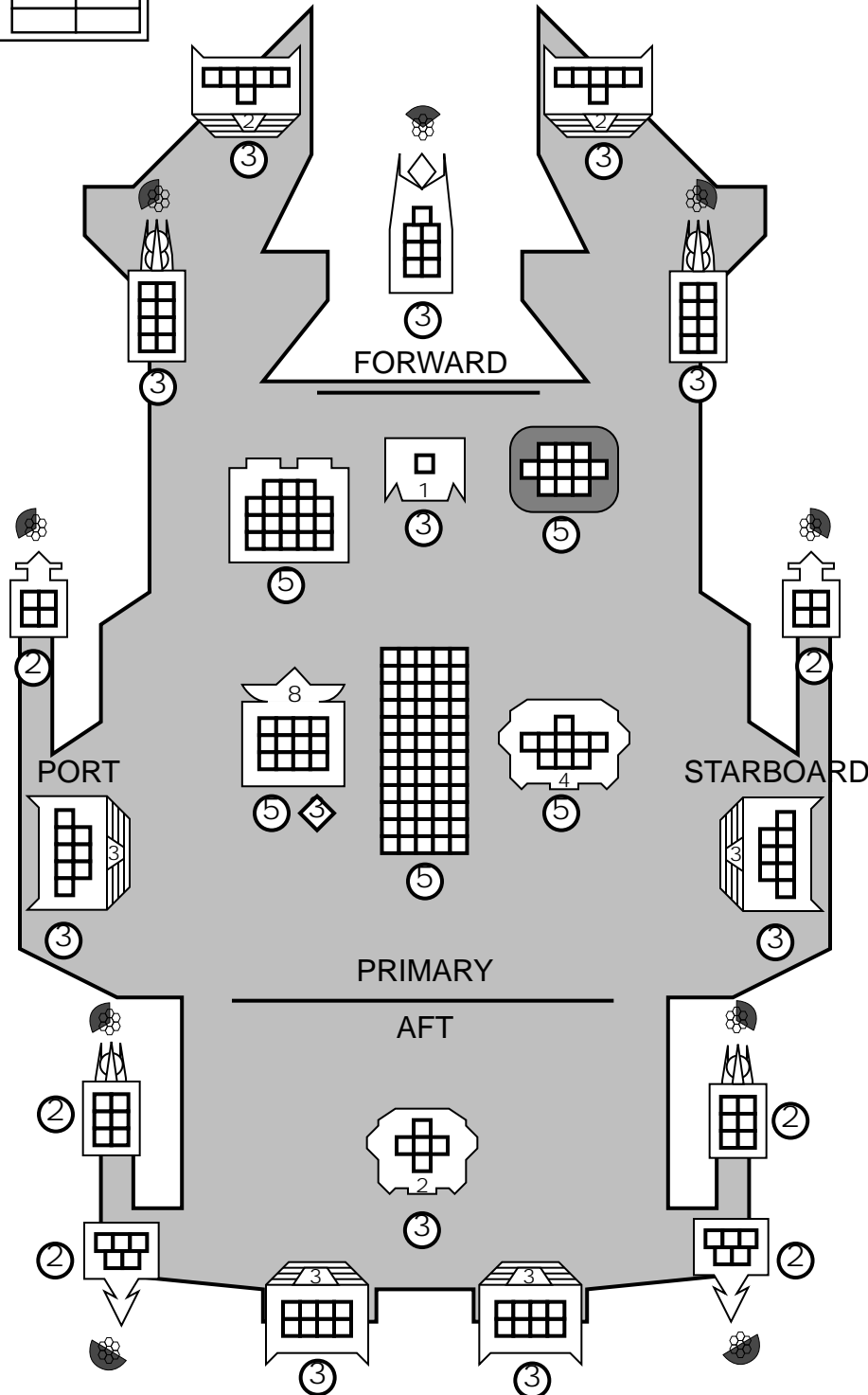
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ultralight Slicer Beam
- Light Disruption Bolter
- Medium Disruption Bolter
- Light Laser
- Light Phasing Pulse Cannon