

## Dilgar Jashakar-P Pulse Frigate



### SPECS

Class: Medium Ship  
In Service: 2253  
Point Value: 625  
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

#### 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: 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 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

**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

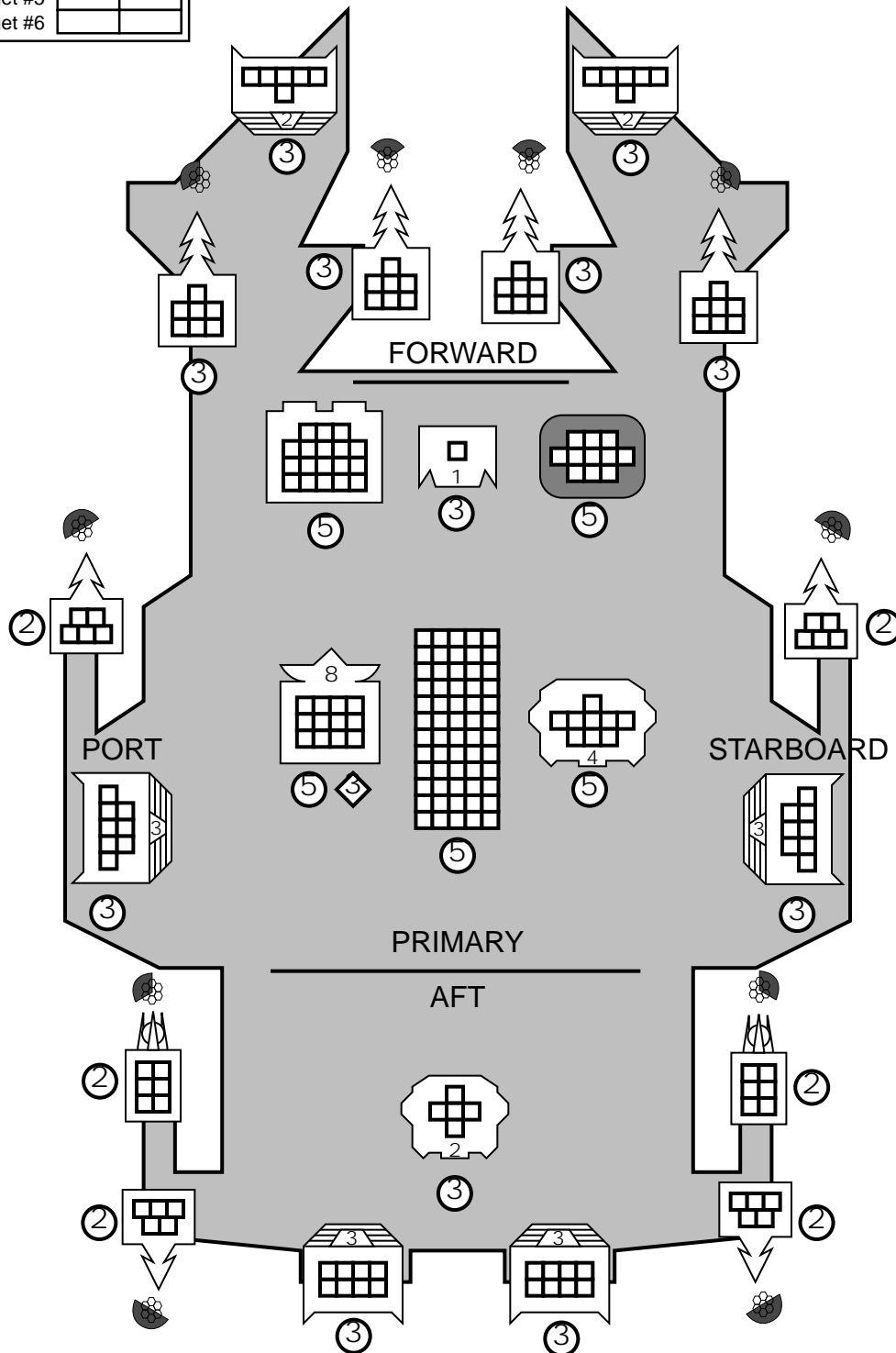
Target #2

Target #3

Target #4

Target #5

Target #6



### ICON RECOGNITION

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