

## Dilgar Jashakar-P Pulse Frigate

### SPECS

Class: Medium Ship  
In Service: 2243  
Point Value: 525  
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	1	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 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

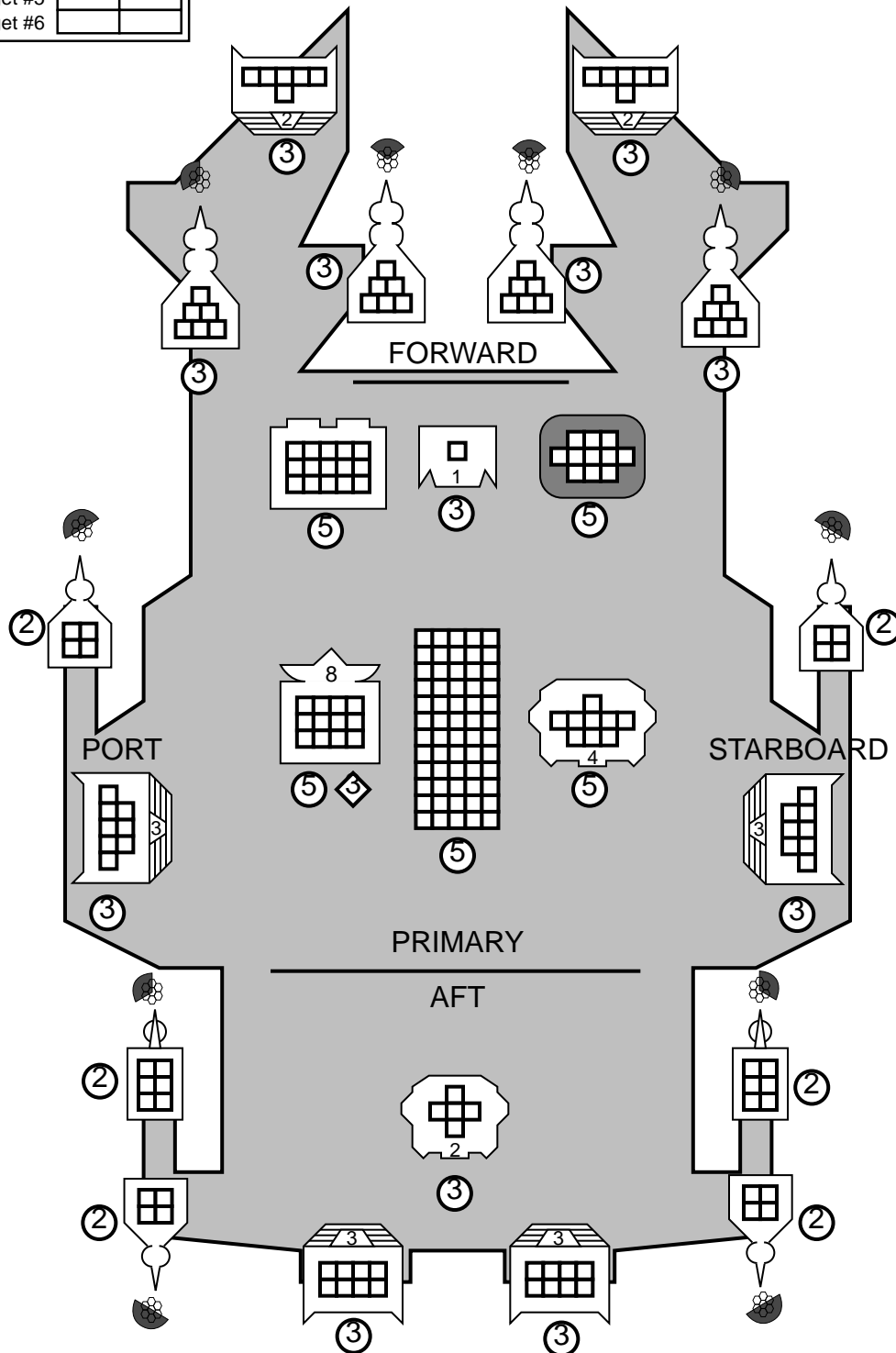
Target #2

Target #3

Target #4

Target #5

Target #6



### ICON RECOGNITION

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