



Dilgar Protra-I Improved Scoutship



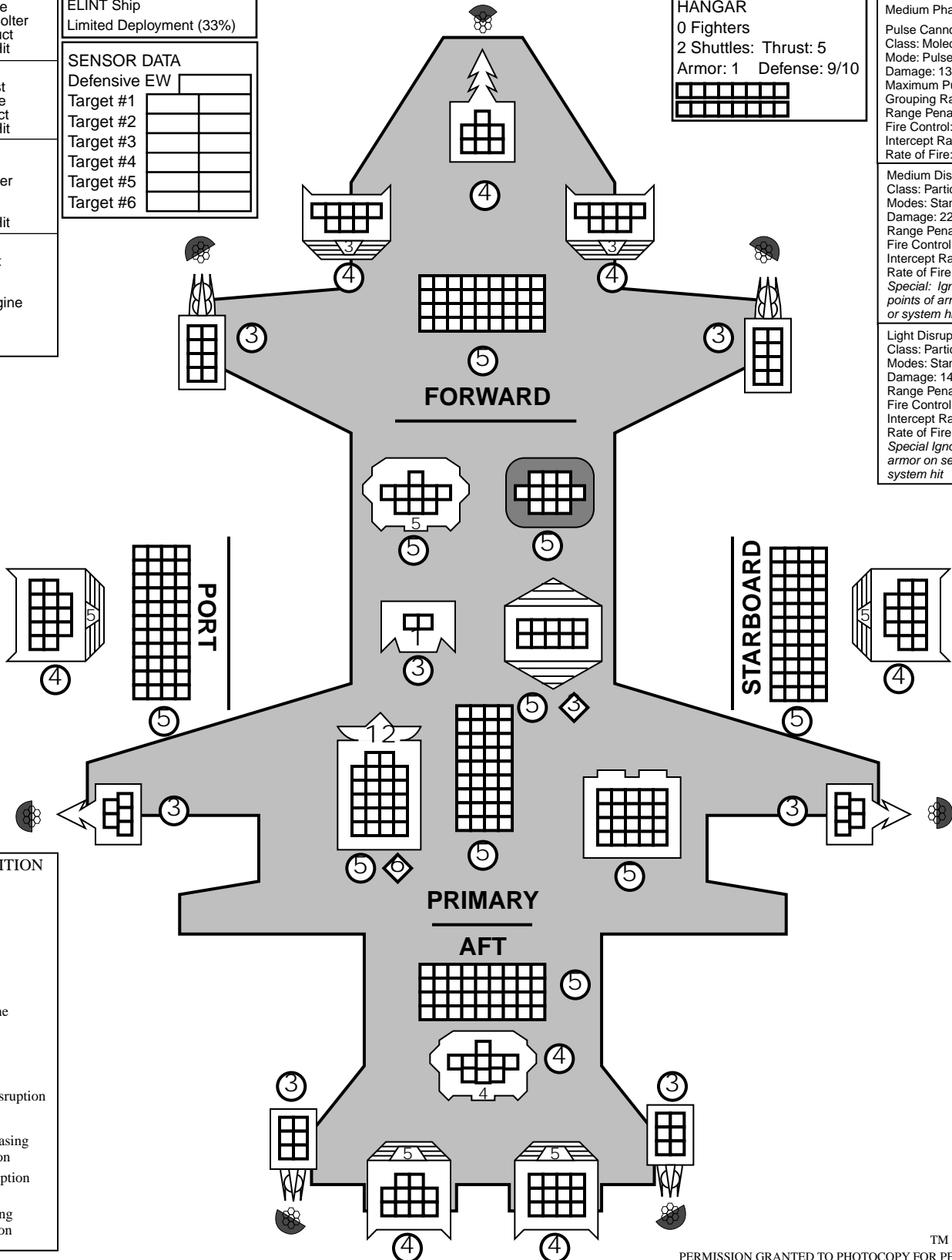
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2254	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 700	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
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: 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
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
Medium Disruption Bolter
Class: Particle
Mode: 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
Mode: 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:Med Phase Pulse
6-7:Med Disrupt Bolter
8-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-5:Port/Stb Thrust
6-7:Lt Phase Pulse
8-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-8:Lt Disrupt Bolter
9:Aft Engine
10-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-9:Primary Struct
10-11:Jump Drive
12-14:Sensors
15-16:Primary Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
ELINT Ship
Limited Deployment (33%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Medium Disruption Bolter
	Medium Phasing Pulse Cannon
	Light Disruption Bolter
	Light Phasing Pulse Cannon