



## Dilgar Protra-I Improved Scoutship

### SPECS

Class: Capital Ship  
In Service: 2249  
Point Value: 700  
Ramming Factor: 205  
Jump Delay: 20 Turns

### MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: +0  
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

Medium Bolter  
Class: Particle  
Modes: Standard  
Damage: 18  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: -1  
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

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 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: Med Pulse Cannon  
6-7: Medium Bolter  
8-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-5: Port/Stb Thrust  
6-7: Lt Pulse Cannon  
8-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Light 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

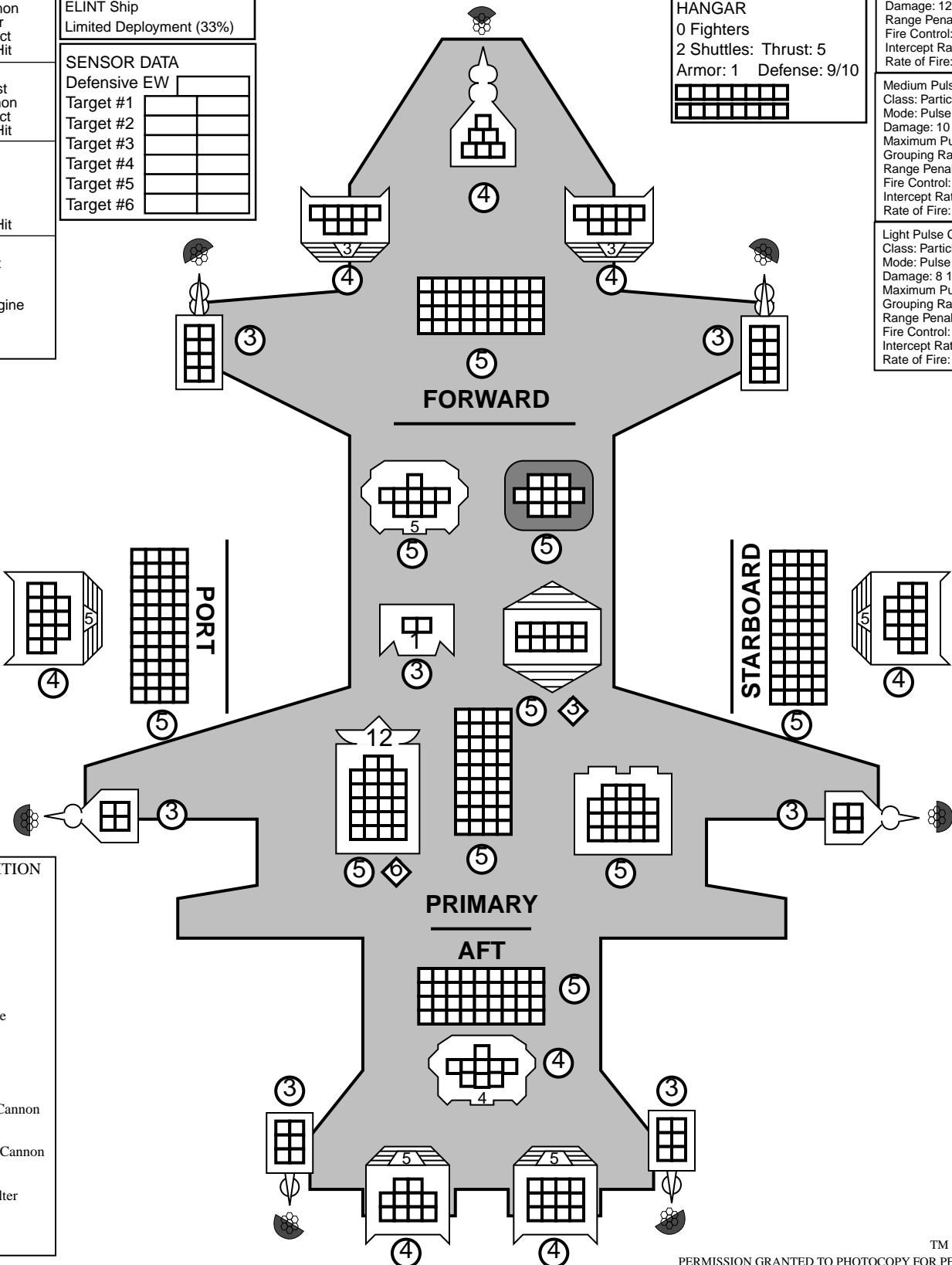
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



### ICON RECOGNITION

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