

Dilgar Jorthun Patrol Cutters (4)

SPECS

Class: Lt Combat Vsl
In Service: Varies
Point Value: Varies
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 10
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

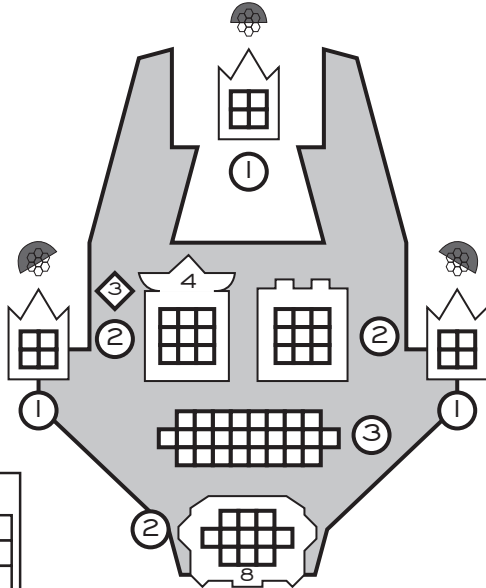
HIT LOCATION

1-12: Structure
13-16: Weapon
17-18: Drive
19: Reactor
20: Control

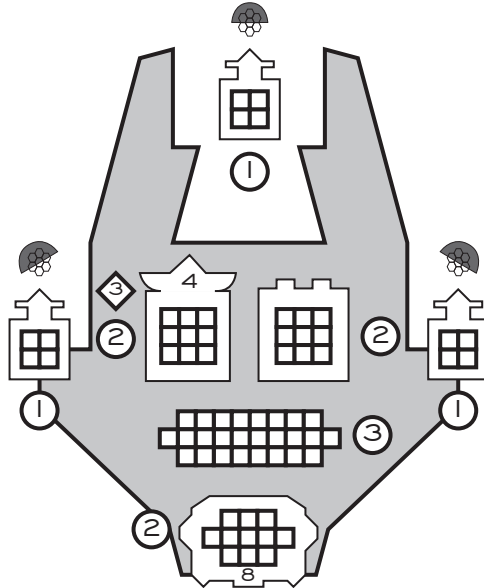
SPECIAL NOTES

Agile Ship
Non-Atmospheric

Jorthun-A CPV: 200
ISD: 2211



Jorthun-L CPV: 250
ISD: 2218



WEAPON DATA

Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Bolter

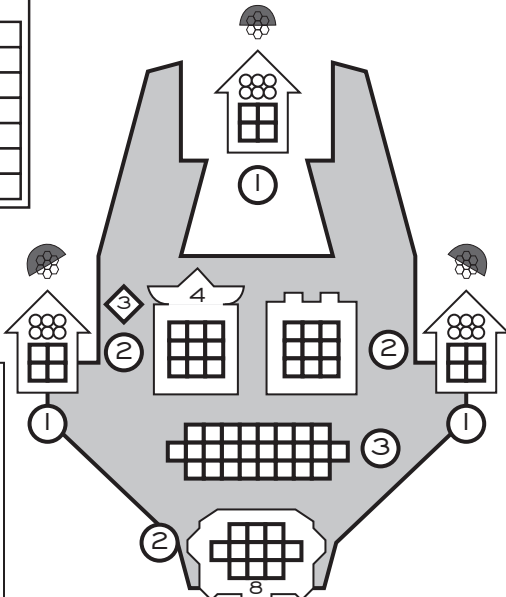
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

SENSOR DATA

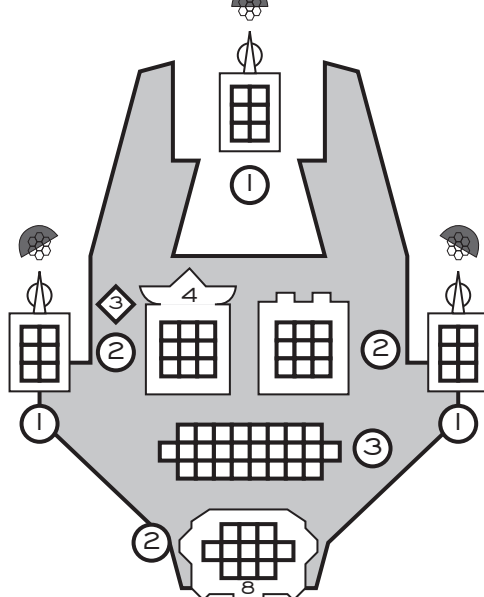
Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Jorthun-K CPV: 225
ISD: 2227



Jorthun-Q CPV: 250
ISD: 2227



SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

ICON RECOGNITION

- Control
- Drive
- Reactor
- Lt Plasma Cannon
- Lt Laser Cannon
- Scatter-Pulsar
- Light Bolter