

**SPECS**

Class: Medium Ship
In Service: 2226
Point Value: 445
Ramming Factor: 50
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

WEAPON DATA**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

FORWARD HITS

1-4: Retro Thrust
5-7: Medium Bolter
8-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Light Bolter
11: Aft Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Port/Stb Light Bolter
11-13: Sensors
14-15: Primary Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

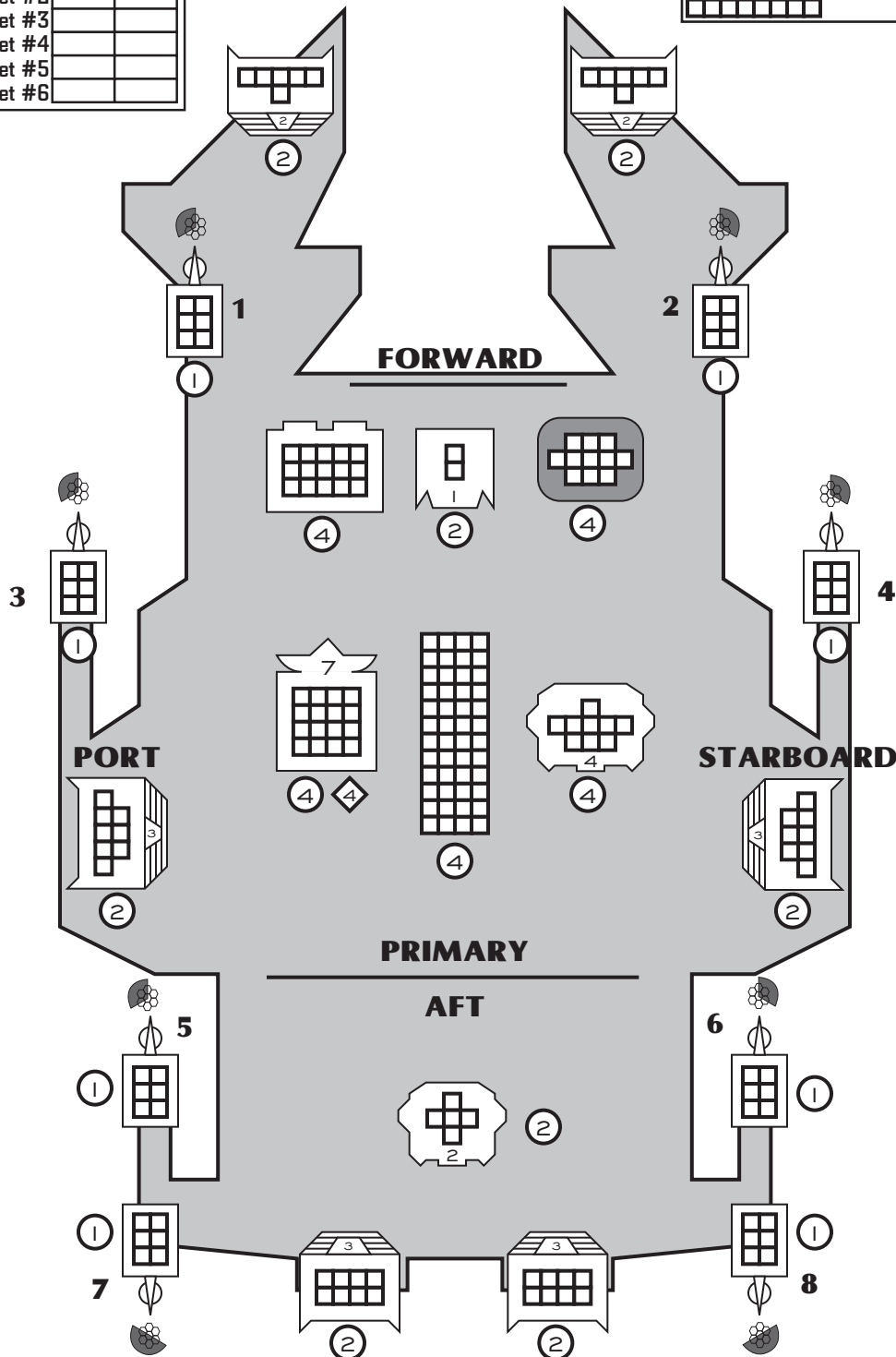
Target #4

Target #5

Target #6

HANGAR

0 Fighters
1 Breaching Pod
1 Shuttle: Thrust: 5
Armor: 1 Defense: 9/10

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Bolter

DILGAR JORTAVA BREACHING POD

Cost: 40 Defense: 9/10
Thrust: 7 Offense: +0
Armor: 3 Initiative: +9
No Weapons

