

# Dilgar Rishekar Early Frigate

## SPECS

Class: Medium Ship  
In Service: 2210  
Point Value: 275  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 2/3 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: 13  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

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

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 5  
Armor: 1 Defense: 9/10  
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

## WEAPON DATA

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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

## 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

## FORWARD HITS

1-4: Retro Thrust  
5-8: Medium Plasma  
9-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Light Plasma  
10: Aft Engine  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Atmospheric Capable

## SENSOR DATA

Defensive EW [ ]

Target #1 [ ] [ ]

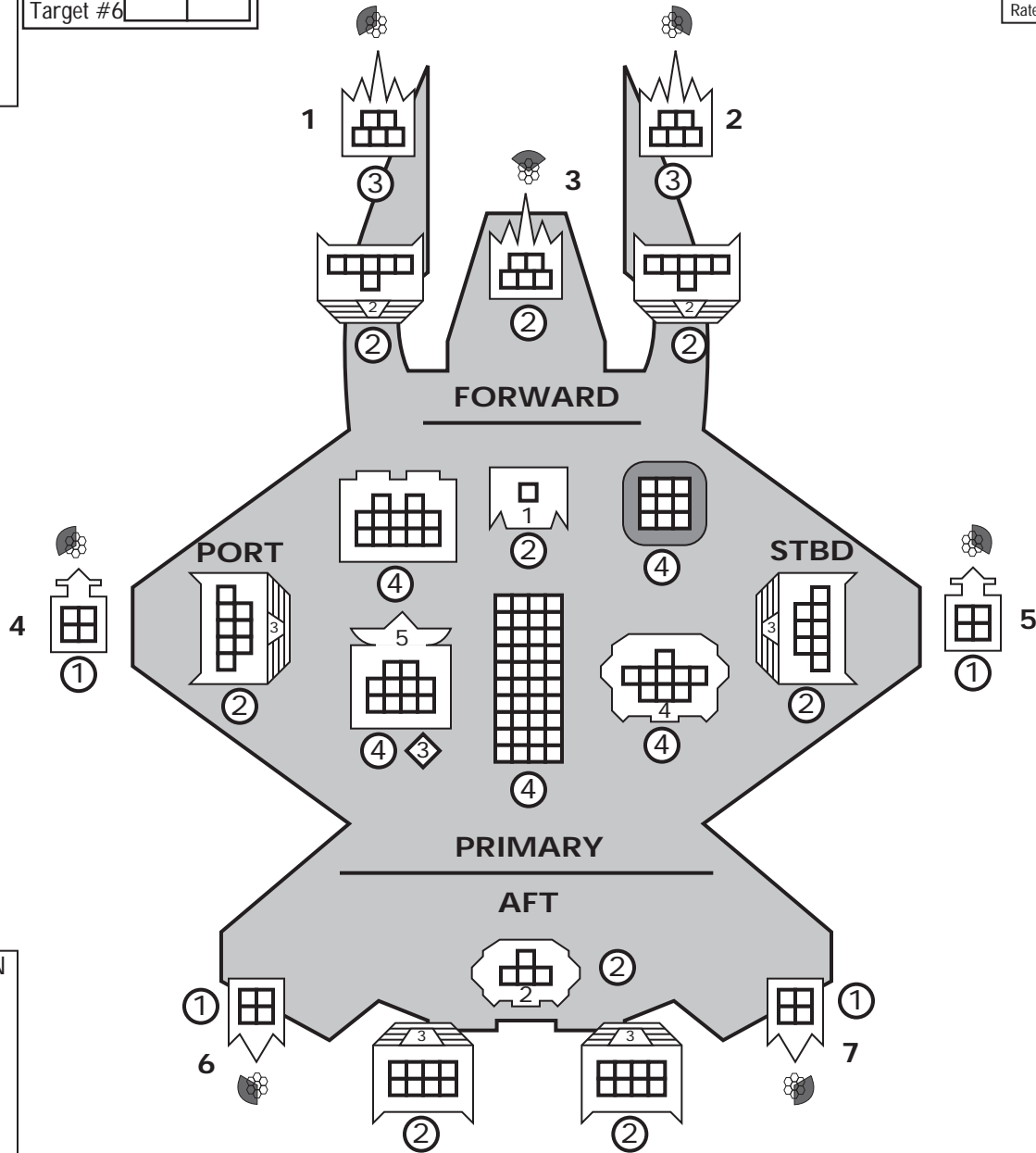
Target #2 [ ] [ ]

Target #3 [ ] [ ]

Target #4 [ ] [ ]

Target #5 [ ] [ ]

Target #6 [ ] [ ]



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Plasma
- Light Plasma
- Light Laser