Delegor Suicide Frigate

FLEET ACTION

Ship Datacard

SHIP NAME:

ID:

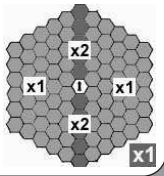
SQUADRON:

CMD RATING: 4
CMD COST: 1
DEF RATING: 15
ARMOR: 2
SENSOR: 8
AVAIL: Special*

RACE: Dilgar Imperium
CLASS: Delegor Frigate
CATEGORY : Medium
YEAR IN SERVICE: 2231
Jump Drive: No
POINT VALUE: 135

Scatter-Pulsar

Class: Particle
Range: 1/2/3/4
Fire Control: d8/d10/d10
Damage: d4 per 1 above
Max Shots/Turn: 3



NOTES:

-2 to all Ramming attempts; +2 to each Ramming damage die rolled.

Never fails Morale rolls; may always make Ramming attacks.

* May never exceed 15% of total Fleet points; counted against Uncommon point allowance.

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE		N																												
SENSORS																														
Scatter-Pulsar																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0

Delegor Suicide Frigate

FLEET ACTION

Ship Datacard

SHIP NAME:

ID:

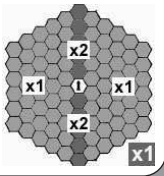
SQUADRON:

CMD RATING: 4
CMD COST: 1
DEF RATING: 15
ARMOR: 2
SENSOR: 8
AVAIL: Special*

RACE: Dilgar Imperium
CLASS: Delegor Frigate
CATEGORY : Medium
YEAR IN SERVICE: 2231
Jump Drive: No
POINT VALUE: 135

Scatter-Pulsar

Class: Particle
Range: 1/2/3/4
Fire Control: d8/d10/d10
Damage: d4 per 1 above
Max Shots/Turn: 3



NOTES:

-2 to all Ramming attempts; +2 to each Ramming damage die rolled.

Never fails Morale rolls; may always make Ramming attacks.

* May never exceed 15% of total Fleet points; counted against Uncommon point allowance.

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE		N																												
SENSORS																														
Scatter-Pulsar																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0