

Dalhthorn Frigate

SPECS

Class: Medium Ship
In Service: 1908
Point Value: 250
Ramming Factor: 40
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 12
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 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |
| Turn Delay | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 |

FORWARD HITS

1-6: Retro Thrust
7-8: Med Chemical Laser
9-10: Shatter Gun
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Gas Gun
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MAIN HANGAR

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/11

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WEAPON DATA

Med Chemical Laser

Class: Laser
Mode: R (8)
Damage: 3d10+4
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Gas Gun

Class: Projectile
Mode: Standard
Damage: 1d10+8
Range Penalty: -2 per hex
Fire Control: +2/+2/+1
Intercept Rating: -1 (Ballistic)
Rate of Fire: 1 per turn

Shatter Gun

Class: Projectile
Mode: Standard
Damage: 1d3, 1d10 times
Range Penalty: -4 per hex
Fire Control: +0/+0/+1
Intercept Rating: -1 (-3 Ballistic)
Rate of Fire: 1 per turn

Chemical Laser Ammunition

Med Chem Laser #1

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Gas Gun Ammunition

Gas Gun #2

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Gas Gun #3

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Shatter Gun Ammunition










Shatter Gun #4

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Shatter Gun #5

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ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Medium Chemical Laser
-  Gas Gun
-  Shatter Gun

