

Dalithorn Support Frigate

SPECS

Class: Medium Ship
In Service: 1908
Point Value: 200
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
Sth/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: Lt Chemical Laser
9-10: Shatter Gun
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Port/Sth 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

2 Cutters (On Catapults)

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/11

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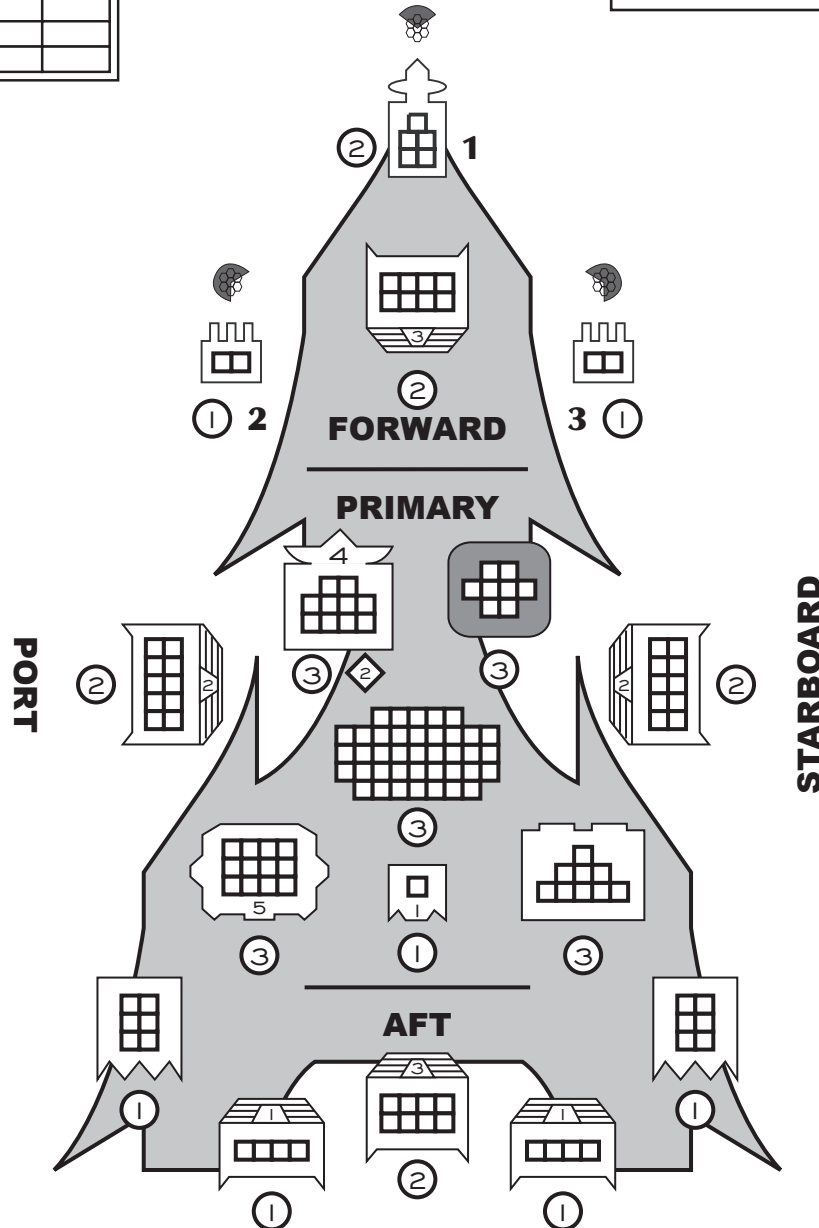
WEAPON DATA

Lt Chemical Laser

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

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

Lt Chem Laser #1

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Shatter Gun Ammunition

Shatter Gun #2

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Shatter Gun #3

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Catapult
- Light Chemical Laser
- Shatter Gun