



### DOGI Energy Draining Effect

Each DOGI generates a primitive form of energy draining field, which functions as follows:  
ONCE during a DOGI's movement, when it enters an enemy ship or base's hex (fighters and mines are not valid targets), it may drain power from that unit. Use the ramming rules to determine if the attempt is successful. If the ram hits, the target unit immediately loses 3d6 power, subtracted first from any unused extra power, then requiring the controlling player to shut down powered systems immediately to meet the loss. (If multiple DOGIs are in play, keep track of "left-over" power from shut-down systems as additional DOGIs may drain additional power.) If sensors are shut down as a result of this power loss, the ship immediately loses all declared EW for that turn. There is no additional penalty if the victim cannot meet the entire power loss, although failing to cover the entire loss does require all 0 power systems to shut down for the rest of the turn. Power loss from a DOGI's drain lasts only for the remainder of that turn and has no effect on subsequent turns.

## Chenjesu DOGI

### SPECS

Class: Heavy Fighters  
In Service:  
Point Value: N/A  
Ramming Factor: 23  
Jinking Limit: 6 Lvl

### MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

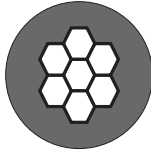
### COMBAT STATS

Fwd/Aft Defense: 6  
Stb/Port Defense: 6  
Free Thrust: 9  
Offensive Bonus: n/a  
Initiative Bonus: +15

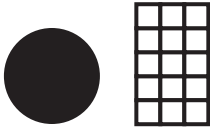
### NO WEAPONS

### SPECIAL NOTES

Gravitic Drive  
Locked onto as  
individual units



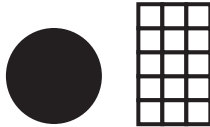
Fighter #1



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

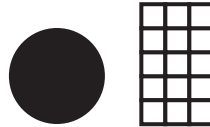
Fighter #2



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

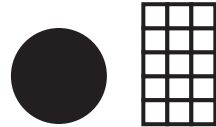
Fighter #3



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

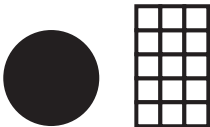
Fighter #4



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

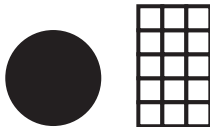
Fighter #5



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

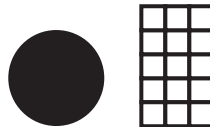
Fighter #6



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

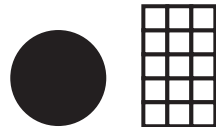
Fighter #7



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

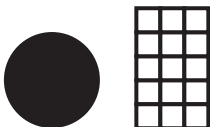
Fighter #8



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

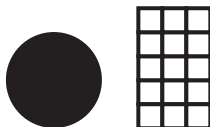
Fighter #9



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

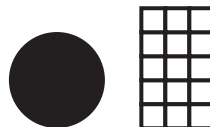
Fighter #10



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

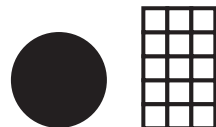
Fighter #11



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #12



Dropped Out ☐  
Ftr Destroyed ☐

Initiative	Speed
Thrust Used	Jinking