

Dilgar Jonkur Freighter

SPECS

Class: Medium Ship
In Service: 2208
Point Value: 120
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: -4

WEAPON DATA

Scatter Pulsar
Class: Particle
Mode: Pulse
Damage: 6 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

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

FORWARD HITS

1-4: Retro Thrust
5-6: Hangar
7-10: Cargo
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Engine
8-11: Cargo
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-12: Scatter Pulsar
13-14: Sensors
15-16: Engine
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

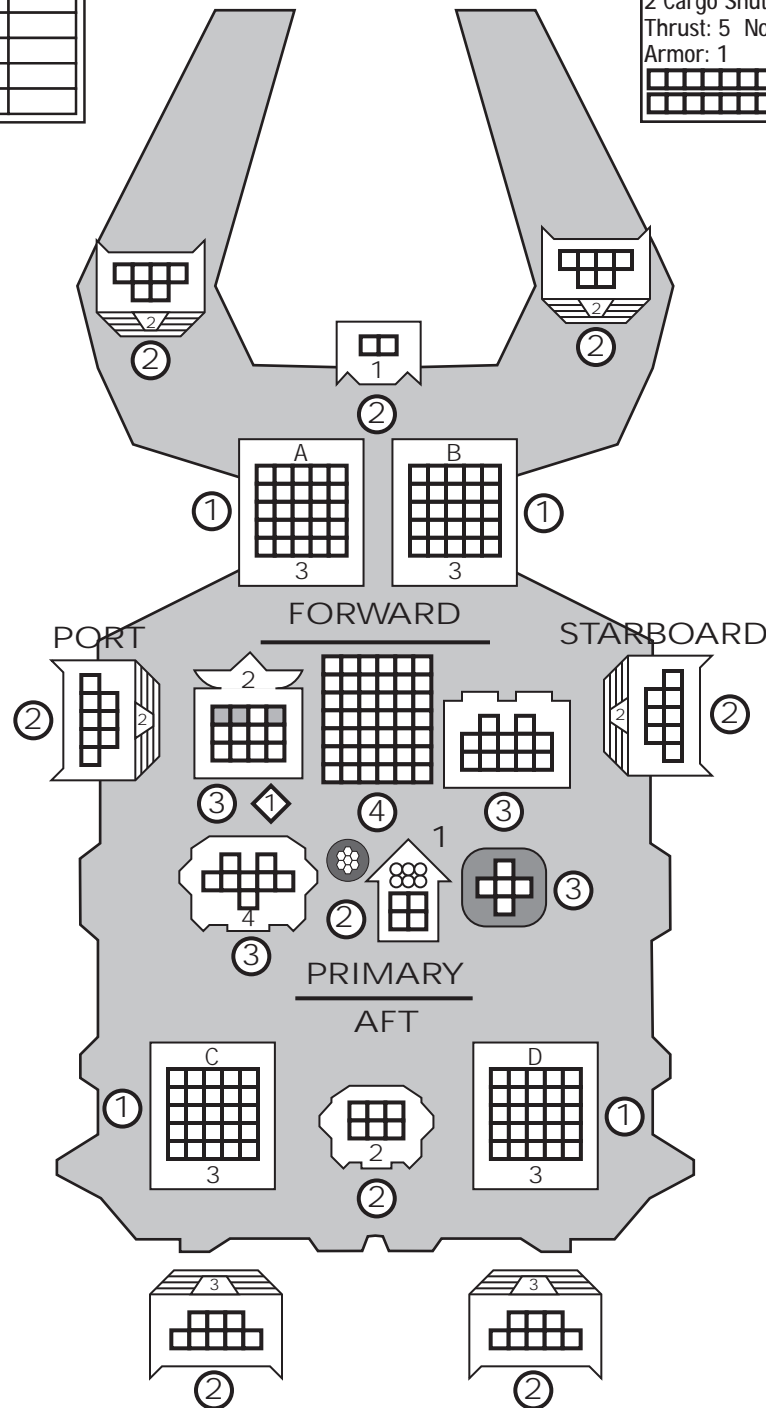
HANGAR

0 Fighters

2 Cargo Shuttles:

Thrust: 5 No weapons

Armor: 1 Def: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Scatter Pulsar

2228 Refit

In scenarios set before 2228, replace the scatter pulsar with a light laser, reducing the cost of the ship by 10 points.

Faskur Spy Freighter

The Dilgar produced a covert ops version of their basic freighter equipped with ELINT sensors to spy on other races. The Faskur Spy Freighter is identical to the Jonkur freighter, but it has 4 sensors and is an ELINT ship. It has the larger 12 box sensor icon (delete the shaded boxes if using as the Jonkur). It costs 150 points and is treated as a rare variant of the Jonkur.