

Dag'kar Variant (Rare)

Version 2: 2E/Babcom

Name: _____

Counter: _____

Narn Dag'Gar Escort Frigate

SPECS

Class: Medium Ship
In Service: 2240
Point Value: 750
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Energy Mine

Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Pulsar Mine

Class: Particle
Mode: Pulse (Special)
Damage: 8
Range Penalty: None (max 2)
Fire Control: -/-/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 18 shots at fighters/shuttles per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Energy Mine
7-8: Twin Array
9-12: Ion Torpedo
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Pulsar mine
8-9: Lt. Pulse Cannon
10-14: Structure
15-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

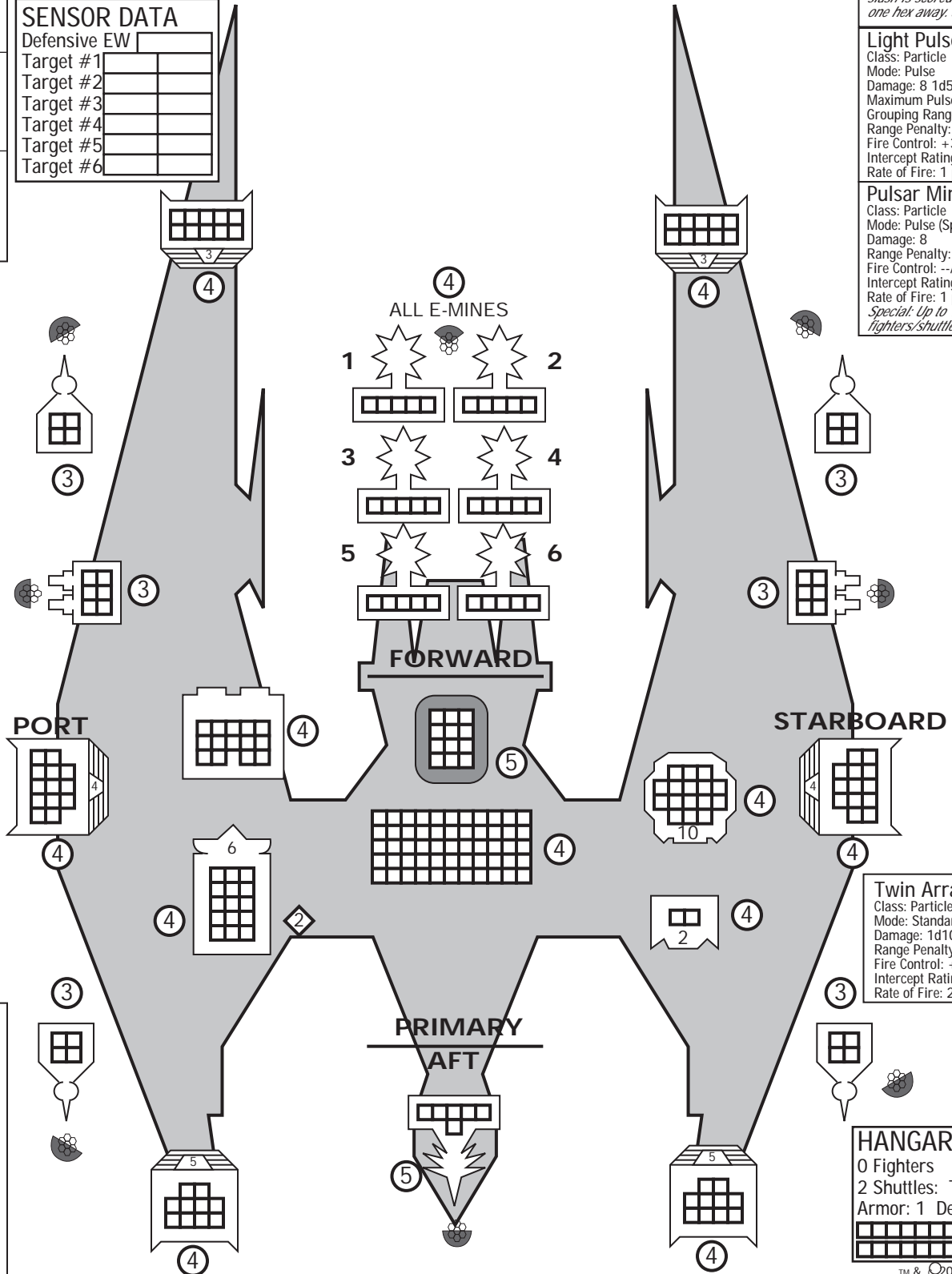
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Energy Mine
- Ion Torpedo

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12