

Dingir

Displacement: 50000 **Crew:** 5 (1/1/1)
Size: 8 **Toughness:** 17 **Max G/Comp:** 5/4
Maneuver: 5 **Jump:** 2 **Power:** 6

Armor Ratings	Base 15	Drives/Def. 15/15	Control/Commo 15/15	Sensor/ECM 15/15	Power/Craft 15/15
		Fac/Cargo 15/15	Fuel/Bridge 15/15	Accom/Life 15/15	Laser 1/2 15/15
		Laser 3/4 15/15	Missile 1/2 15/15	PAW 1/2 15/15	Meson 1/2 15/15

Bridge/Comp: 1xBridge. 15xFib. Computer
Commo: Radio rec: Radio tran: 1, 3 Laser: 1, 3 Meson:
Sensors: Passive: 1x13.5, 6x13.5 Active: 1x12, 2x12 LIDAR: 2x14.512x14.5
ECM: Passive: 1x15, 2x15 Active: 1x12, 1x12 Area: 1x11, 1x11
Decoys: Passive: 1 (2) Active: 1 (2) LIDAR:
Signature: Vis: -0.5 IR: 1.5 Active: 0 LIDAR: 0
Fuel: 10000std jump fuel, 521.2std power/extra fuel.
Trps/Sci/FWat: 0/0/0 **H/M/L Pas:** 10/35/0 **Quarters:** 0/2498/32/0/0
Cargo: 1x120std bay
Facilities: 4xElec. 4xMach. 6xSick. 1xLock. 50xBrig. 1xArm. 6xGym. 10xGalley
Specials:
Hangars: 2x80std hgr (2)
Other Craft:
Fire Control:

8xSandcaster battery: 0:12 24 canisters.

4xLight Laser Bay: (+2,+3) 15:12 15:12 15:12 14:12 PDR:+4
 6xMissile Bays: (+5) Cmd DL 17:12 -7 def. 8.3G, Med.
 7 salvos (16 mis/ea). 8 reloads in magazine.

20xHeavy Laser Turret: (+4,+3) 12:10 12:10 11:8 9:6 PDR:+6
 3xMissile: (+4) Ind DL 19:14 -4 def.6G, Med.
 4 salvos (8 mis/ea). 7 reloads in magazine.
 1xHeavy Spinal PA: (+1,+3) 16:16 16:16 16:16 16:16 16:16

Maneuver Gs	Evasion Gs	Aiming Gs	Damage/Notes
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Hit Chart Range	Dice	Evasion Factors	Damage D6+DV-Tough.	Surf. Hits(3d6)	Sen. hits (2d6)	Int Hits (3d6)
Impact	1d-1	0	<0 - no effect	3 Spinal mount	2 Commo	3-4 Elec/Brdg (C)
Point Blank	1d3	0.25x evasion Gs	1-3 light	aperature	3-4 LIDAR	5 Spinal
VShort	1d (Easy)	0.5x evasion Gs	4-6 Heavy	4 Bay weapon	5-6 AEMS	6 Missile mag.
Short	2d (Average)	1x evasion Gs	7-8 Critical	5 Launch port	7-9 PEMS	7 Turret
Medium	3d (Formidable)	2x evasion Gs	9 2xCritical	6-8 Turret	10-11 ECM	8 Bay weap. (C)
Long	4d (Staggering)	3x evasion Gs	10 3xCritical	9-10 Sensor	12 Decoy	9 Cargo/fittings
Extreme	5d (Impossible)	4x evasion Gs	11 4xCritical	11-13 No effect	Penetration	10 Fuel
Note: Meson weapons double evasion factors.				14 Drop tanks or grappled craft	P<A No pen.	11 Quarters
				15-17 Power radiator	P=A DV-3	12 Power (C)
				18 Weak spot	P=A+1 DV-2	13 Maneuver (C)
					P=A+2 DV-1	14 Jump (C)
					P>A+2 DV	15 Hangar (C)
						16 Screens (C)
						17-18 Special (C)

To hit, roll under the target number using the dice from above.
Target number:
 Gunnery Skill + Fire Control Rating + ROF Mod + Target Size - Evasion Factor