



Dilgar Kilthra Outpost

SPECS

Class: Capital Base
In Service: 2230
Point Value: ???
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 16
Sth/Port Defense: 16
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Medium Laser Cannon
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

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

SECTION HITS

1-4: Medium Laser Cannon
5-6: Missile Rack
7-10: Scatter Pulsar
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Cargo
13-14: Sensors
15-16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA 10

Defensive EW

Target #1

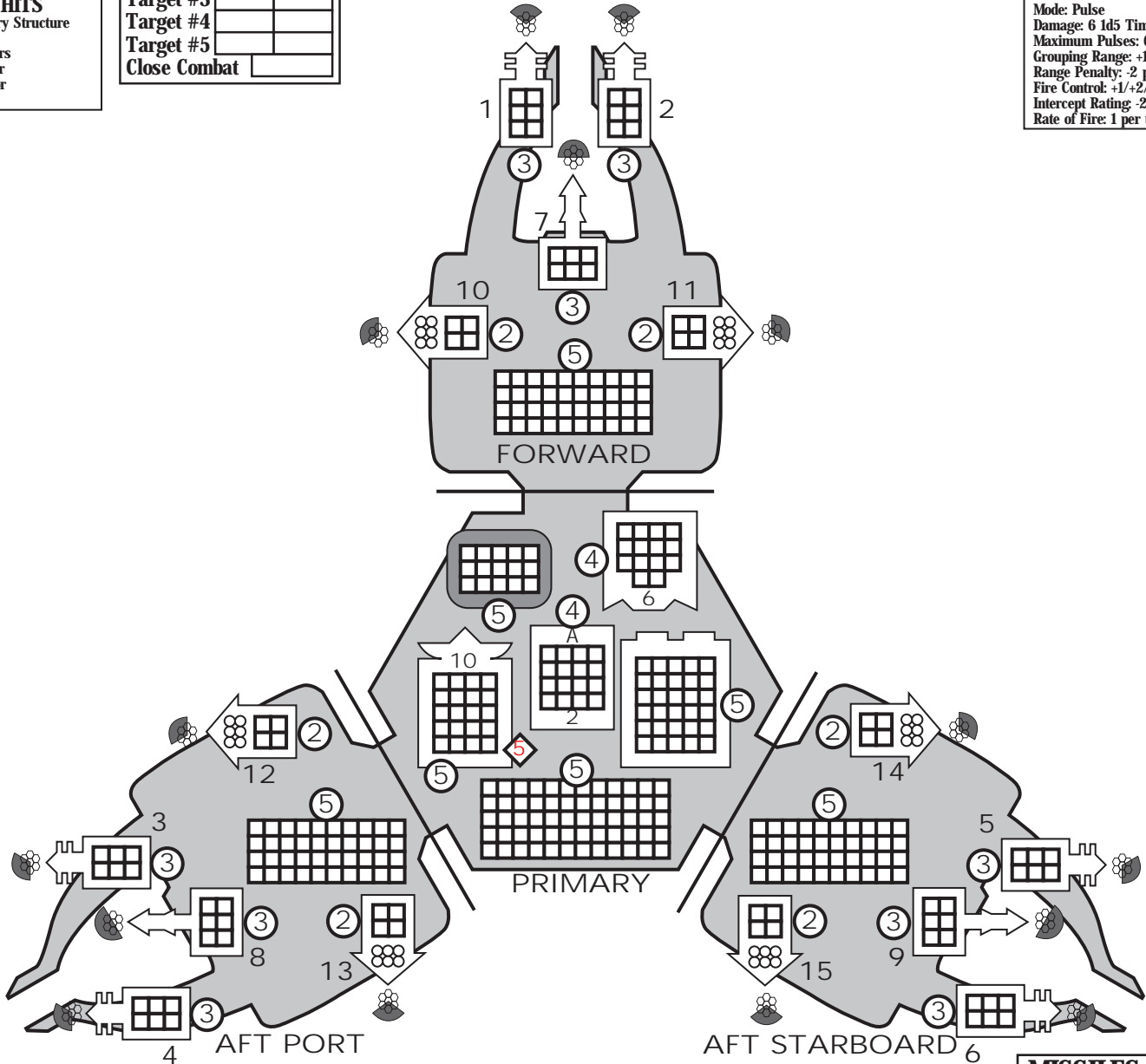
Target #2

Target #3

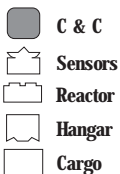
Target #4

Target #5

Close Combat



ICON RECOGNITION



MISSILES

Rack #7									
Rack #8									
Rack #9									