

Version 1: 2E/Babcomm

Name: \_\_\_\_\_

Counter: \_\_\_\_\_

# Dilgar Mishakur-I Dreadnought



## SPECS

Class: Capital Ship  
In Service: 2240  
Point Value: 1250  
Ramming Factor: 310  
Jump Delay: 36 Turns

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

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Impr. Heavy Bolter**  
Class: Particle  
Modes: Standard  
Damage: 24  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Class-R Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per turn  
*Special: Suffers magazine criticals on a 19 or 20.*

## Quint Pulsar

Class: Particle  
Modes: Pulse  
Damage: 15 1d4 times  
Maximum Pulses: 5  
Pulse Grouping: +1 per 4  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Heavy Laser Cannon

Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

## FORWARD HITS

1-4: Retro Thrust  
5-6: Heavy Bolter  
7-8: Lt Pulse Cannon  
9-10: Heavy Laser  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Heavy Bolter  
7-8: Quint Pulsar  
9-10: Lt Pulse Cannon  
11: Missile Rack  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Heavy Bolter  
9-10: Lt Pulse Cannon  
11: Aft Engine  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Struct  
11-12: Jump Engine  
13-14: Sensors  
15-16: Primary Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Command Bonus +2

Restricted Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

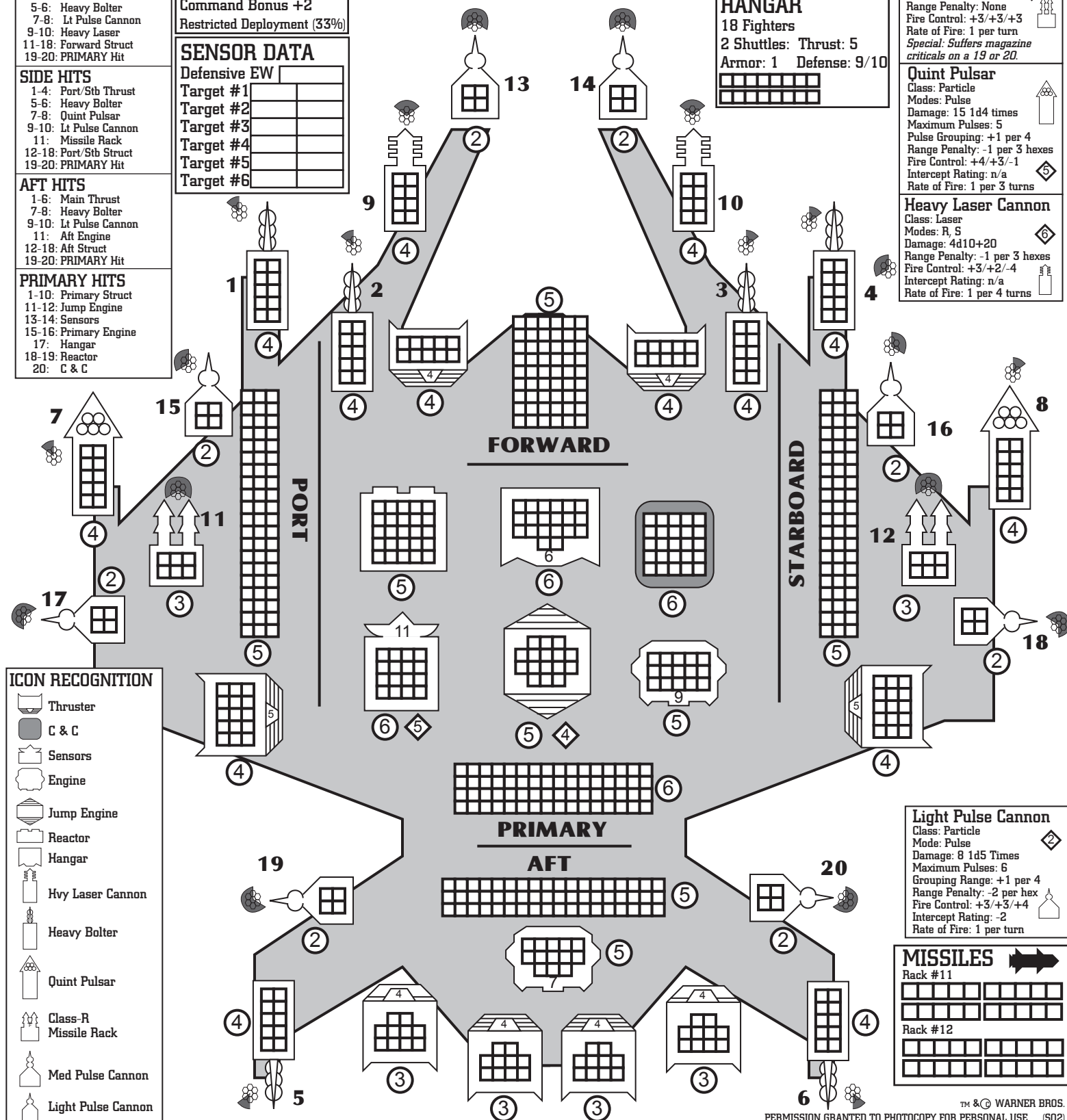
Target #6

## HANGAR

18 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Laser Cannon
- Heavy Bolter
- Quint Pulsar
- Class-R Missile Rack
- Med Pulse Cannon
- Light Pulse Cannon

## 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

## MISSILES

Rack #11



Rack #12

