

# Dilgar Garasoch Heavy Carrier

## SPECS

Class: Capital Ship  
In Service: 2231  
Point Value: 550  
Ramming Factor: 200  
Jump Delay: 36 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

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	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### Energy Pulsar

Class: Particle  
Modes: Pulse  
Damage: 10 1d2 times  
Maximum Pulses: 3  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per hex  
Fire Control: +3/+2/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Scatter-Pulsar

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

## FORWARD HITS

1-4: Retro Thrust  
5-6: Energy Pulsar  
7-8: Scatter-Pulsar  
9-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Scatter-Pulsar  
8-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Scatter-Pulsar  
9: Aft Engine  
10-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
10-11: Jump Engine  
12-13: Sensors  
14: Primary Engine  
15-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

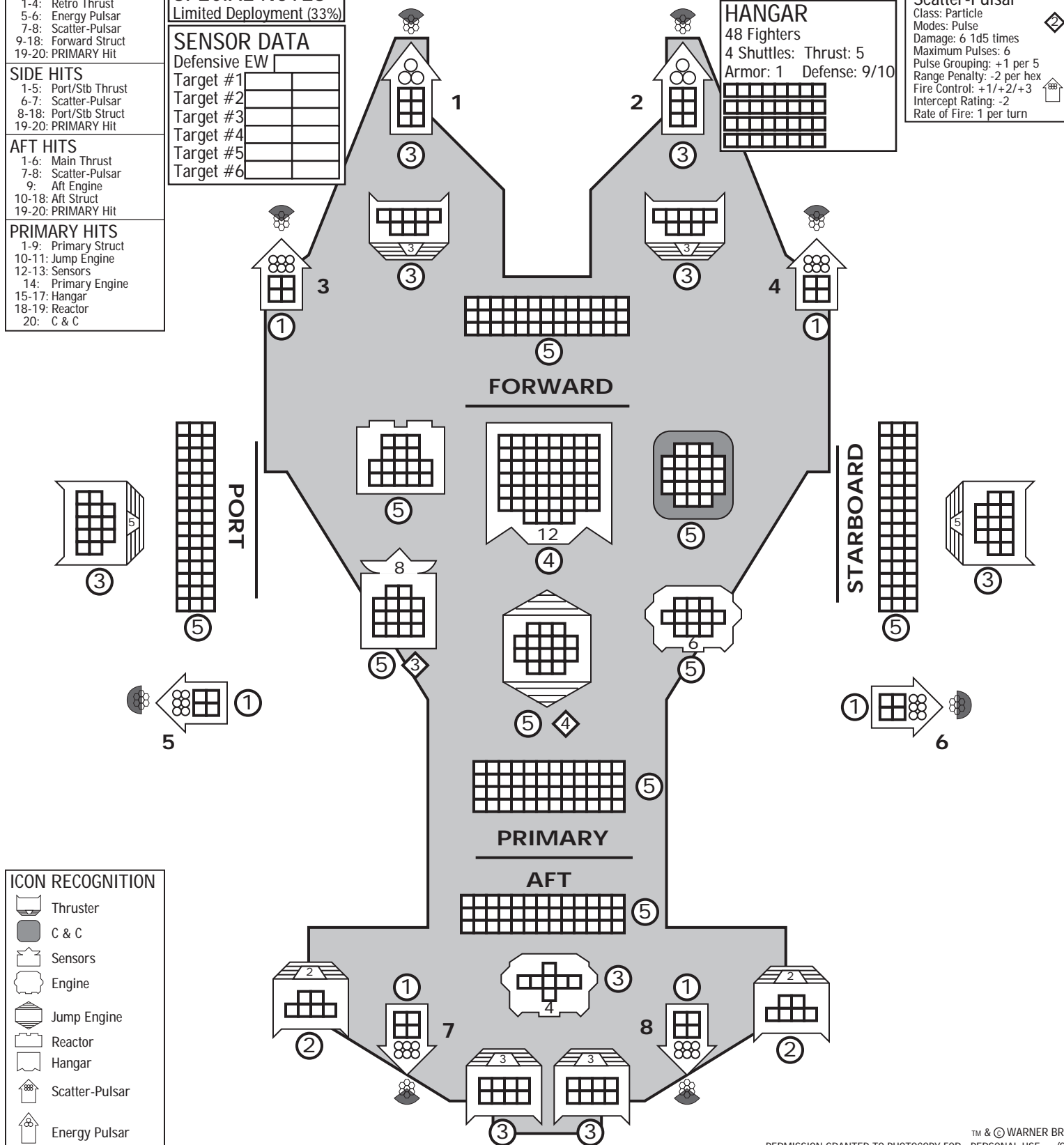
Target #6

## HANGAR

48 Fighters

4 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Scatter-Pulsar
- Energy Pulsar