

# Dilgar Abrigath Light Cruiser

## SPECS

Class: Capital Ship  
 In Service: 2255  
 Point Value: 550  
 Ramming Factor: 170  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
 Turn Delay: 2/3 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: 15  
 Engine Efficiency: 2/1  
 Extra Power: 0  
 Initiative Bonus: +0

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	2	2	3	4	4	5	6	6	7	8	8

## HANGAR

4 Shuttles: Thrust: 5  
 Armor: 1 Defense: 9/10

## WEAPON DATA

**Medium Laser Cannon**  
 Class: Laser  
 Mode: 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

## Quad Pulsar

Class: Particle  
 Modes: Pulse  
 Damage: 14 1d3 times  
 Maximum Pulses: 4  
 Pulse Grouping: +1 per 5  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+3/-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## 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/+3/-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: Medium Laser  
 7-8: Quad-Pulsar  
 9-10: Scatter-Pulsar  
 11-18: 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: Plasma Torch  
 9: Aft Engine  
 10-18: Aft Struct  
 19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
 10-12: Sensors  
 13-15: Primary Engine  
 16: Hangar  
 17-19: Reactor  
 20: C & C

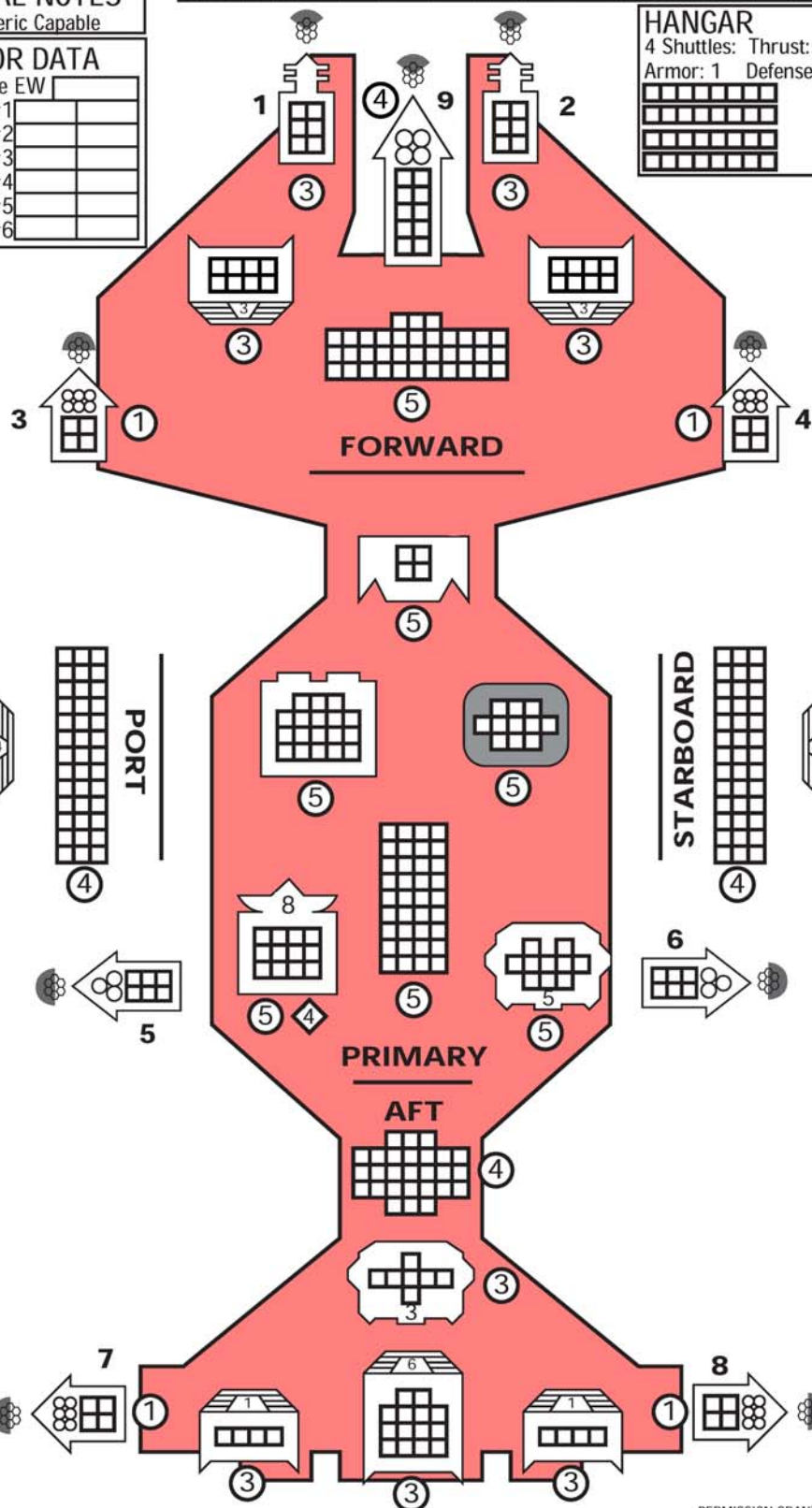
## SPECIAL NOTES

Atmospheric Capable

## 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
- Medium Laser
- Quad Pulsar
- Energy Pulsar
- Scatter-Pulsar