

Dilgar Ochlavita Destroyer I

SPECS

Class: Hvy Combat Vsl
In Service: 2239
Point Value: 550
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

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

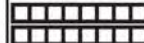
COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +7

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	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/10



WEAPON DATA

Tactical Laser

Class: Laser
Mode: Raking
Damage: 2D10+8
Range Penalty: -1 per 2 Hex
Fire Control: +2/+1/-5
Intercept Rating: N/A
Rate of Fire: 1 per 2 Turns

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Point Pulsar

Class: Particle
Modes: Pulse
Damage: 10 3 times
Number of Pulses: Always 3
Pulse Grouping: n/a
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-4
Intercept Rating: -3
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: Tactical Laser
7-8: Medium Bolter
9-10: Point Pulsar
11: Bomb Rack
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Medium Bolter
9-10: Scatter-Pulsar
11: Aft Engine
12-18: Aft Struct
19-20: PRIMARY Hit

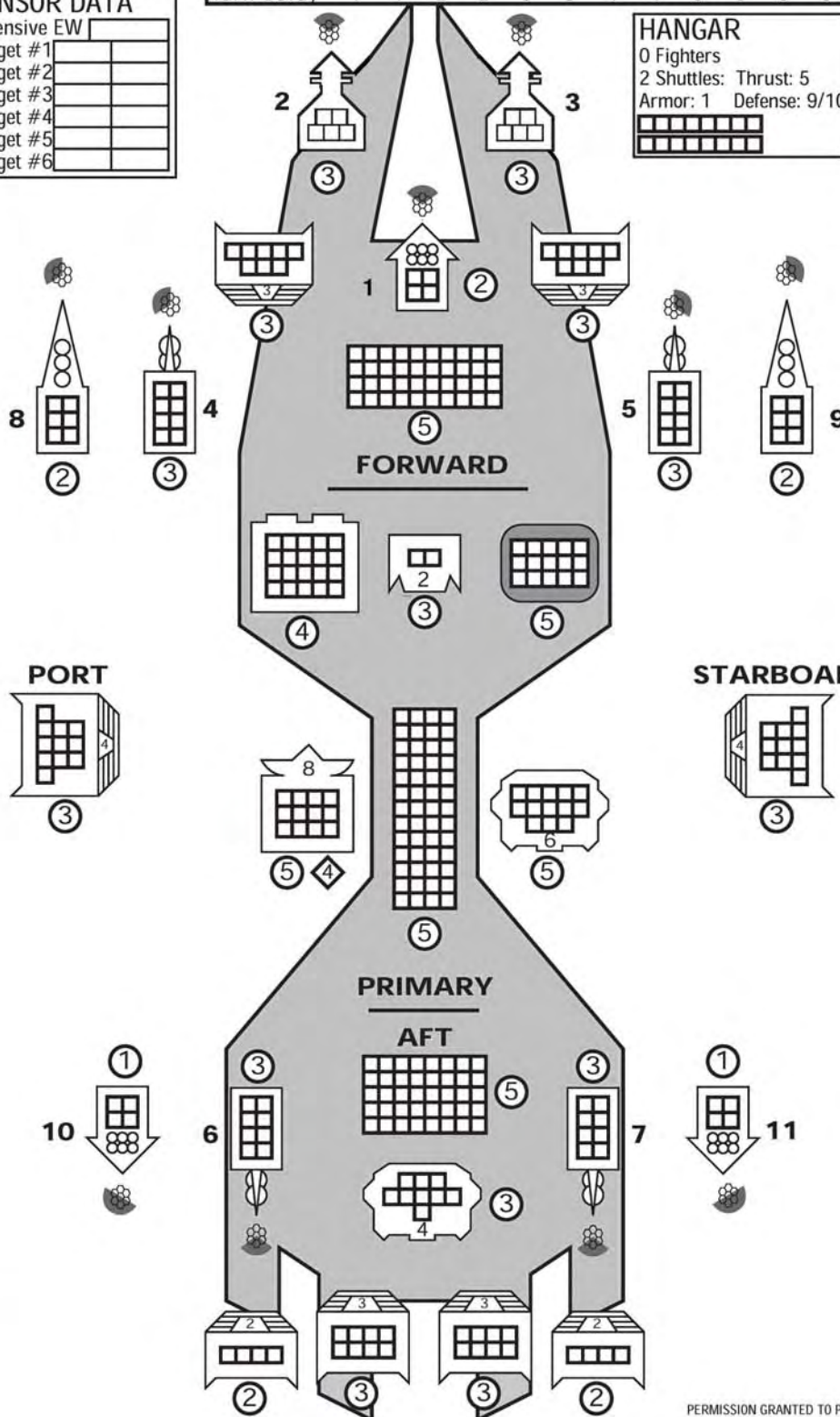
PRIMARY HITS

1-10: Primary Struct
11-13: Port/Stb Thrust
14-15: Sensors
16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

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
- Point Pulsar
- Medium Bolter
- Tactical Laser
- Scatter-Pulsar
- Bomb Rack