



Dilgar Athraskala Heavy Bomber

SPECS

Class: Capital Ship
In Service: 2239
Point Value: 900
Ramming Factor: 240
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 4
Initiative Bonus: +0

WEAPON DATA

Light Phasing

Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +6/+4/+2
Intercept Rating: -4
Rate of Fire: 1 turn

Disruptor Torpedo

Class: Ballistic
Mode: Standard
Damage: 18
Range Penalty: None
Max Range: 50 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores first point of armor when impacting on ship.
Armor reduction applies for any overkill damage as well

Capital Mass Driver

Class: Matter
Modes: Standard
Damage: 6d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Targets ships, firing ship must be speed four or lower.

FORWARD HITS
1-4: Retro Thrust
5-8: Disruption Torpedo
9-11: Cap Mass Driver
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust
6-7: Lt Phase Puls. Cann.
8-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-10: Disruption Torpedo
11: Aft Engine
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-12: Primary Struct
13-14: Sensors
15-16: Primary Engine
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

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Disruptor Torpedo
Capital Mass Driver
Light Phasing
Pulse Cannon

