

Dilgar Athraskala-C War Bomber

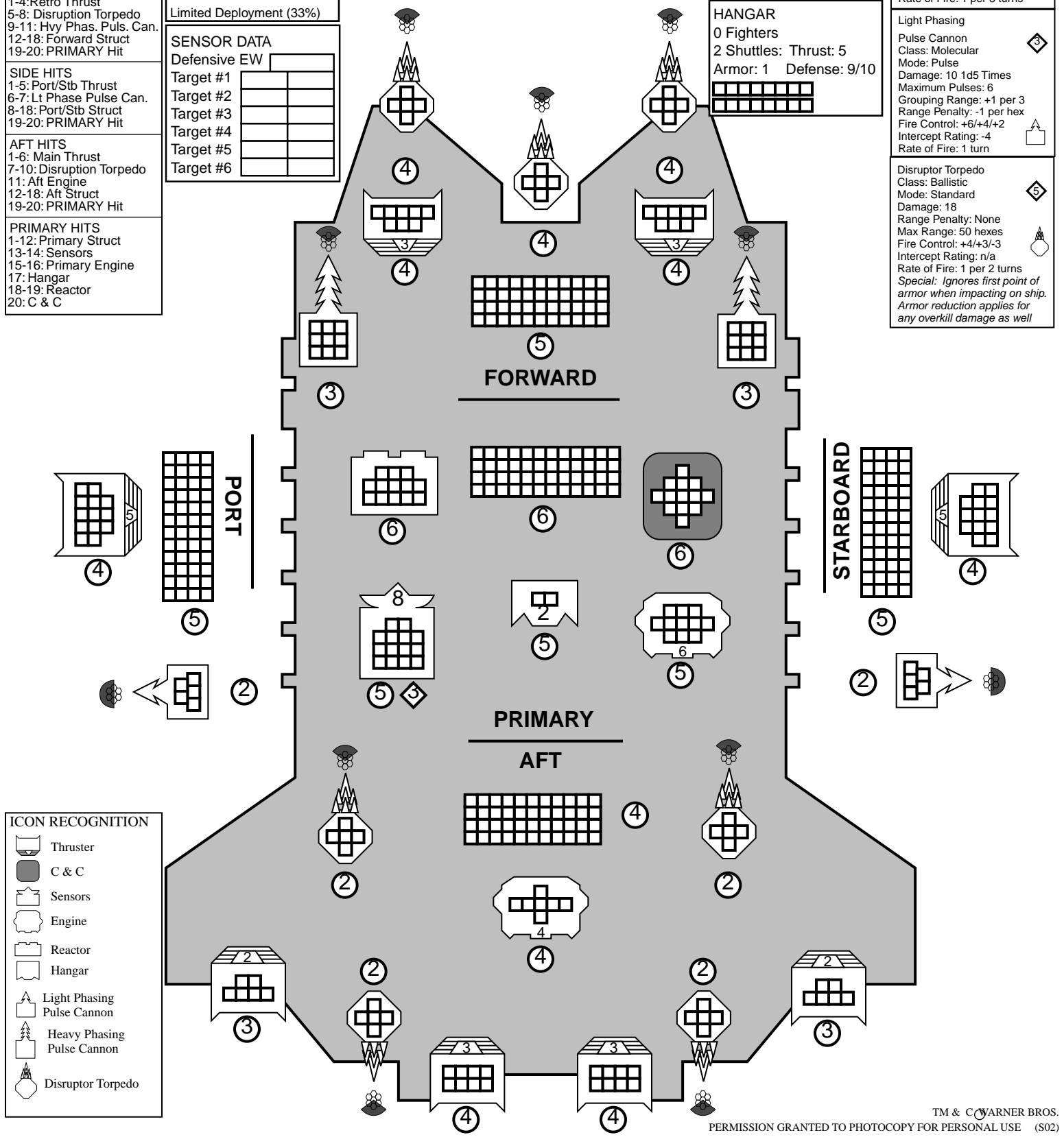
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2252	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 950	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 240	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Heavy Phasing	5
Pulse Cannon	
Class: Molecular	
Mode: Pulse	
Damage: 18 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 3	
Range Penalty: -1 per 2 hexes	
Fire Control: +6/+4/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 3 turns	
Light Phasing	3
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/+3	
Intercept Rating: -4	
Rate of Fire: 1 turn	
Disruptor Torpedo	5
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	

FORWARD HITS
1-4: Retro Thrust
5-8: Disruption Torpedo
9-11: Hvy Phas. Puls. Can.
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust
6-7: Lt Phase Pulse Can.
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
	Light Phasing Pulse Cannon
	Heavy Phasing Pulse Cannon
	Disruptor Torpedo