



## Imperial Dilgar Garasoch Heavy Carrier

### SPECS

Class: Capital Ship  
In Service: 2252  
Point Value: 1000  
Ramming Factor: 240  
Jump Delay: 20 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

#### Medium Phasing

Pulse Cannon  
Class: Molecular  
Mode: Pulse  
Damage: 13 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -1 per hex  
Fire Control: +6/+4/+2  
Intercept Rating: -3  
Rate of Fire: 1 per 2 turns

#### 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

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Md. Phas. Pul. Can.  
7-8: Lt. Phas. Pul. Can.  
9-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-5: Port/Stb Thrust  
6-7: Lt. Phas. Pul. Can.  
8-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Lt. Phas. Pul. Can.  
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

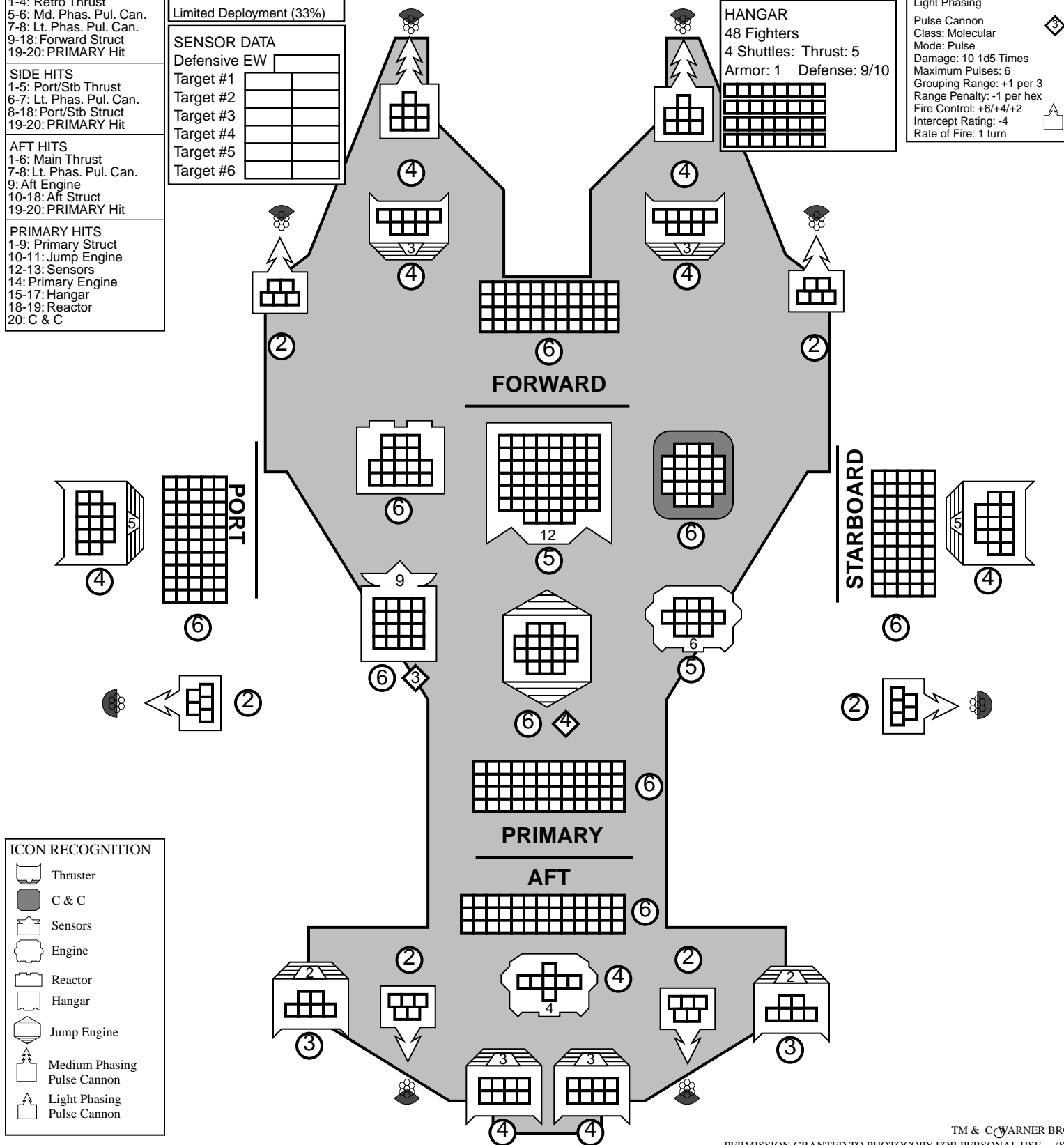
Target #6

### HANGAR

48 Fighters

4 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Medium Phasing Pulse Cannon
- Light Phasing Pulse Cannon