



Dilgar Garasoch-D Command Carrier(Uncommon)

SPECS

Class: Capital Ship
In Service: 2252
Point Value: 1200
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

WEAPON DATA

Heavy Disruption Bolter
Class: Molecular
Modes: Standard
Damage: 26
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores first 3 points of armor on section or system hit

Medium Disruption Bolter
Class: Molecular
Modes: Standard
Damage: 20
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Ignores first two points of armor on section or system hit

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
5-7: Heavy Disruption Bol.
8: Light Phas. Pulse Can.
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
7-8: Heavy Disruption Bol.
9: Light Phas. Pulse Can.
10-18: Port/Stbd Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Lt Phas. Pulse Can.
9-10: Medium Disrupt. Bol.
11-18: 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

Command Bonus +2

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

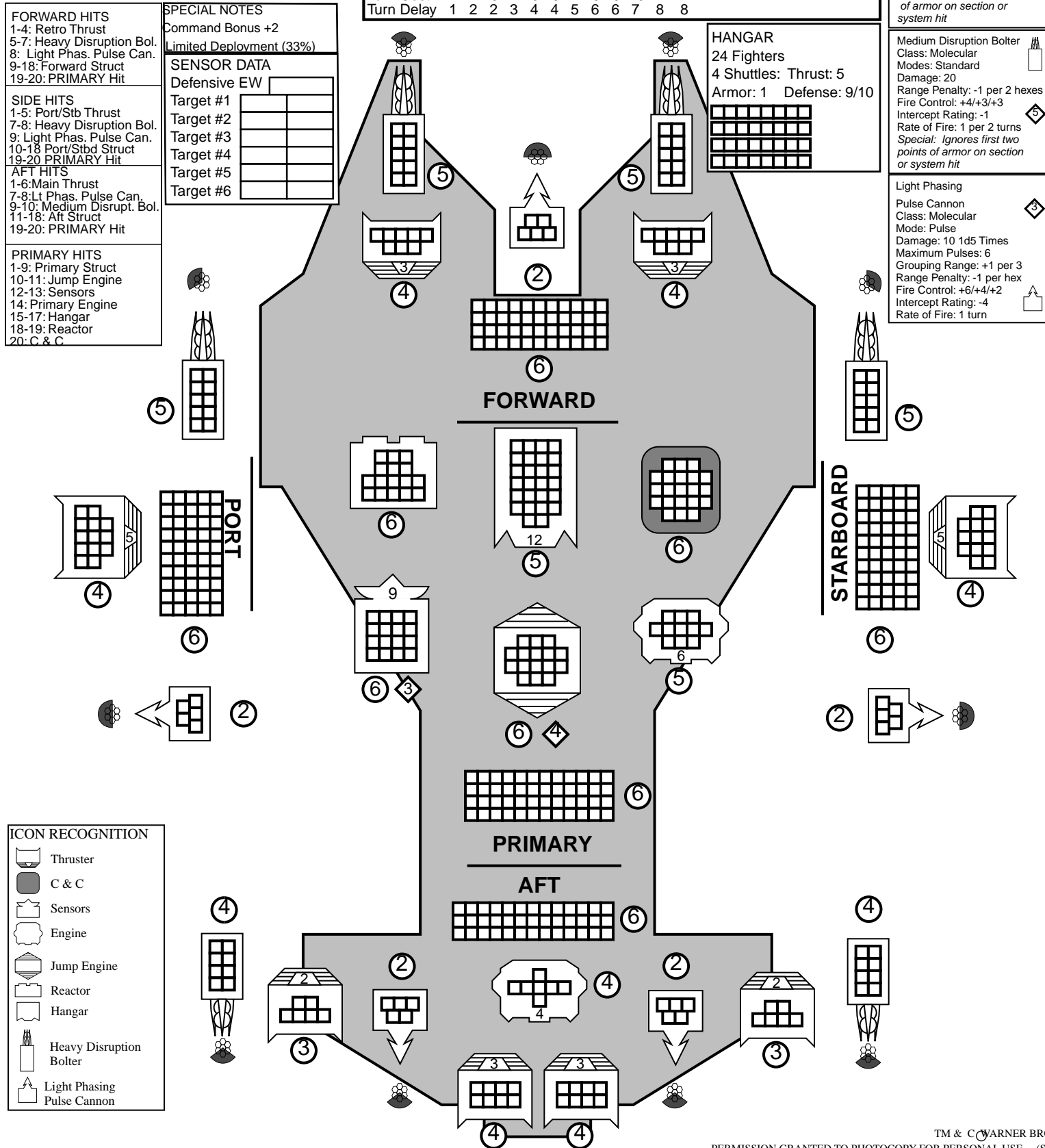
Target #6

HANGAR

24 Fighters

4 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Disruption Bolter
- Light Phasing Pulse Cannon