



Dilgar Republican Koratyl Defense Base

SPECS

Class: Enormous Base
In Service: 2247
Point Value: 6000
Ramming Factor: 650
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 22
Stb/Port Defense: 22
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

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

SECTION HITS
1-2: Heavy Dis. Bolter
3-4: Light Slicer Beam
5-6: Disruption Torp.
7-8: Lt. Pha. Pul. Can.
9-10: Cargo
11: Hangar
12-13: Reactor
14-18: Section Struct.
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct.
10: Heavy Dis. Bolter
11-13: Sensors
14-16: Cargo
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

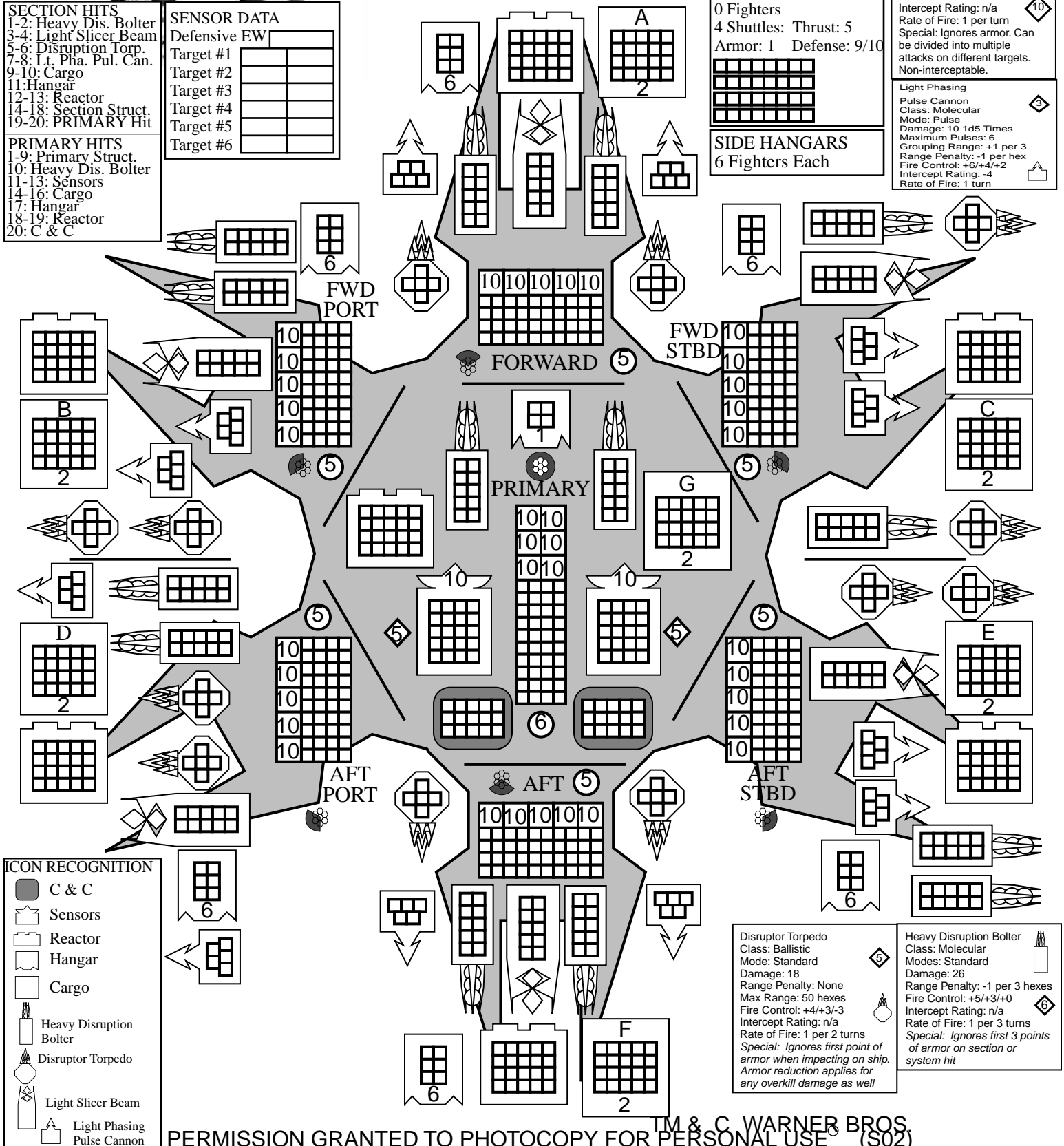
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Heavy Disruption Bolter
- Disruptor Torpedo
- Light Slicer Beam
- Light Phasing Pulse Cannon

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

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