

Dilgar Leskrati-D Command Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2247	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 1300	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 300	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	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 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

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.
Heavy Phasing
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
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	SPECIAL NOTES
1-4: Retro Thrust	Command Bonus +2
5-6: Lt Phase Pulse	Limited Deployment (33%)
7-8: Lt Slicer	
9: Hvy Phase Pulse	
10-18: Forward Struct	
19-20: PRIMARY Hit	
SIDE HITS	SENSOR DATA
1-4: Port/Stb Thrust	Defensive EW
5-6: Lt Phase Pulse	Target #1
7-9: Hvy Phase Pulse	Target #2
10-18: Port/Stb Struct	Target #3
19-20: PRIMARY Hit	Target #4
AFT HITS	Target #5
1-6: Main Thrust	Target #6
7-8: Lt Phase Pulse	
9-10: Aft Engine	
11-18: Aft Struct	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-10: Primary Struct	
11-12: Jump Engine	
13-14: Sensors	
15-16: Primary Engine	
17: Hangar	
18-19: Reactor	
20: C & C	

HANGAR
0 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/10

