

## Dilgar Mishakur Dreadnought

### SPECS

Class: Capital Ship  
In Service: 2254  
Point Value: 2700  
Ramming Factor: 375  
Jump Delay: 20 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
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

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

### 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.

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Hvy Disrupt Bolter  
7-8: Lt Phas Pulse  
9-10: Lt Slicer  
11-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-6: Hvy Disrupt Bolter  
7-8: Hvy Phas Pulse  
9: Disruptor Torpedo  
10-11: Lt Phas Pulse  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Hvy Disrupt Bolter  
9-10: Lt Phas Pulse  
11: Aft Engine  
12-18: 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

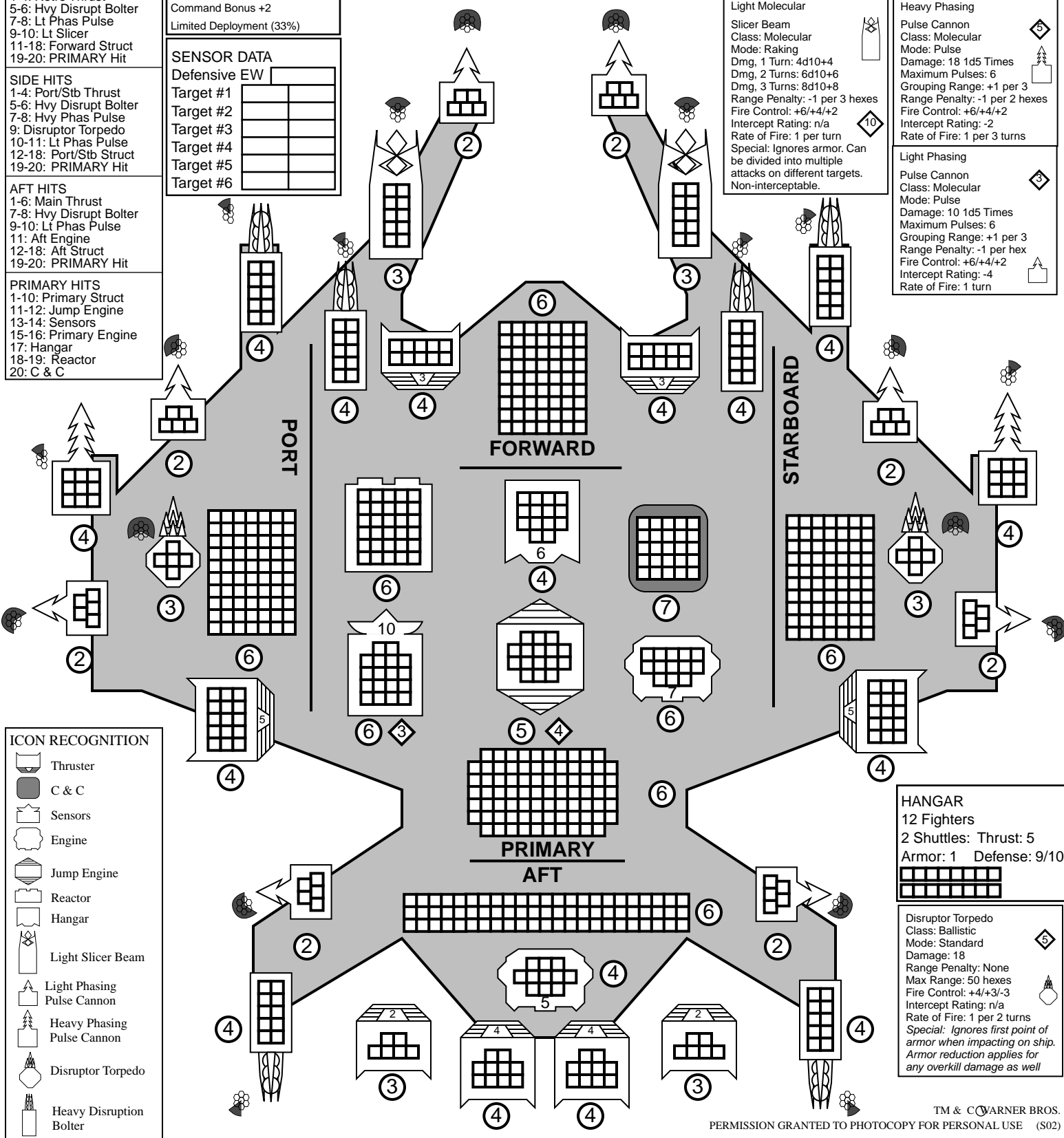
### SPECIAL NOTES

Command Bonus +2  
Limited Deployment (33%)

### SENSOR DATA

#### Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6



### ICON RECOGNITION

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

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

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