

Dilgar Ochlavita-D Command Destroyer (Uncom.)

SPECS

Class: Hvy Combat Vsl
In Service: 2254
Point Value: 900
Ramming Factor: 195
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

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.

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

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 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
1-4: Retro Thrust
5-6: Lt Slicer
7-8: Med Phase Pulse
9-10: Lt Phase Pulse
11: Disruptor Torpedo
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Med Disrupt Bolter
9-10: Lt Phase Pulse
11: Aft Engine
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-13: Port/Stb Thrust
14-15: Sensors
16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

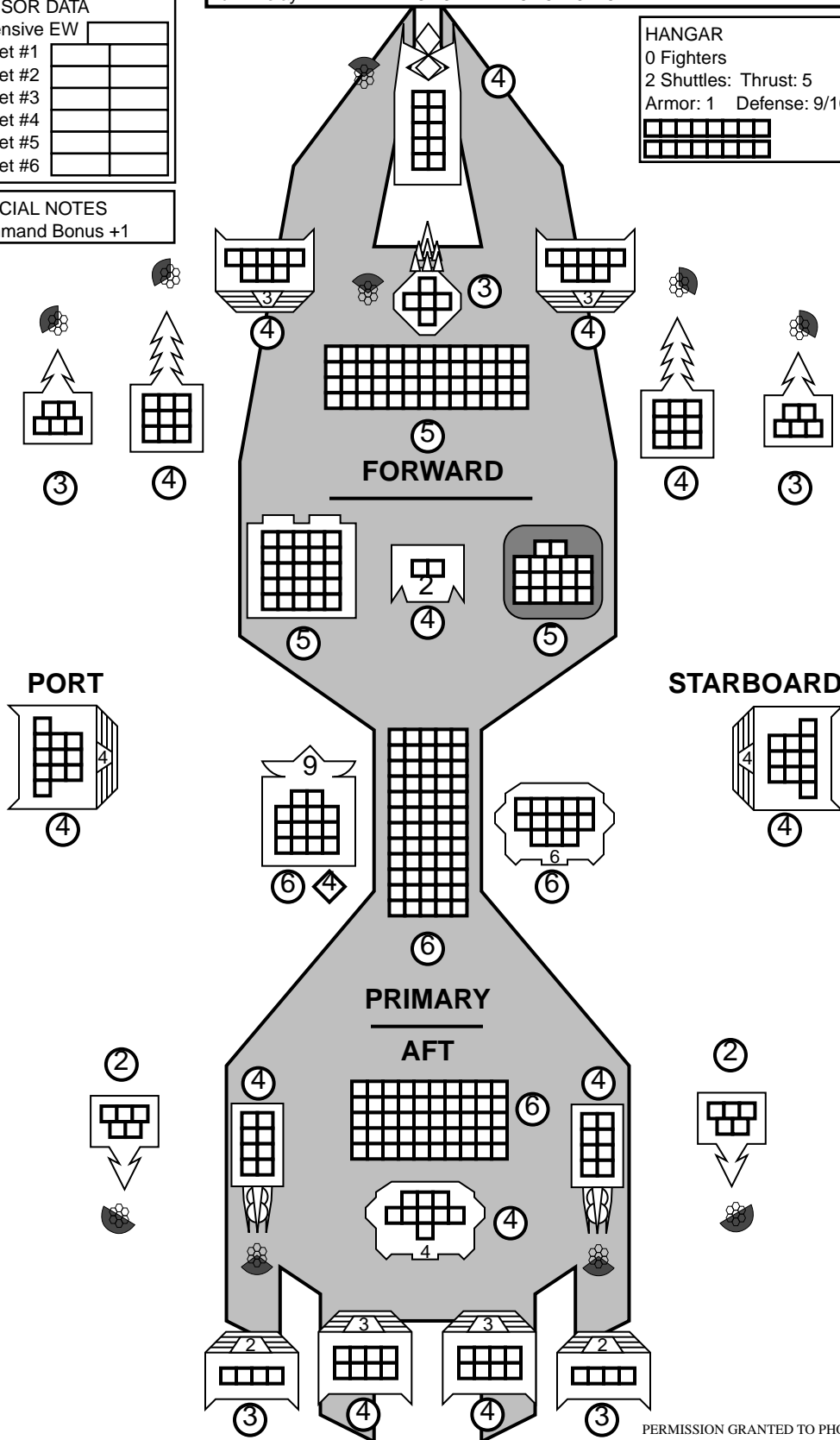
Command Bonus +1

HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Slicer Beam
- Medium Disruption Bolter
- Medium Phasing Pulse Cannon
- Light Phasing Pulse Cannon
- Disruptor Torpedo