



Dilgar Eskravat Military Transport

SPECS

Class: Capital Ship
In Service: 2239
Point Value: 550
Ramming Factor: 240
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 4
Initiative Bonus: +0

WEAPON DATA

Heavy Bolter Torpedo
Class: Ballistic
Mode: Standard
Damage: 30
Range Penalty: None
Max Range: 40 hexes
Fire Control: +4/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Bolter Torpedo
Class: Ballistic
Mode: Standard
Damage: 20
Range Penalty: None
Max Range: 30 hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Hvy Bolter Torp
7-10: Cargo
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Lt Pulse Cannon
8-18: Port/Stb Struct
19-20: PRIMARY Hit

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

PRIMARY HITS
1-12: Primary Struct
13-14: Sensors
15-16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

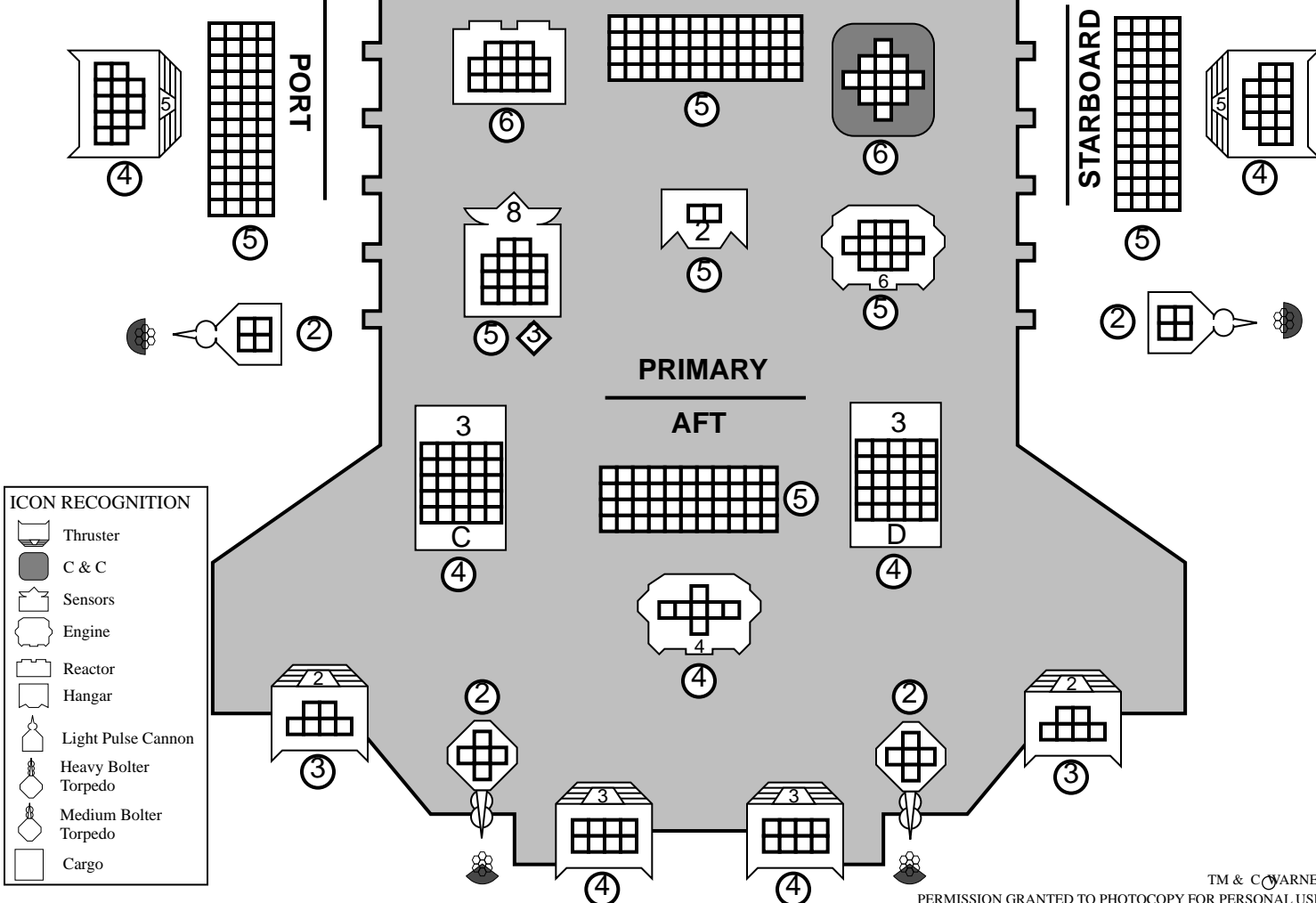
Target #6

HANGAR

0 Fighters

2 Cargo Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Pulse Cannon
- Heavy Bolter Torpedo
- Medium Bolter Torpedo
- Cargo