



Dilgar Republican Koratyl Defense Base

SPECS

Class: Enormous Base
In Service: 2247
Point Value: 4500
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

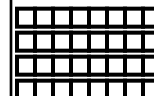
WEAPON DATA

Light 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

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

MAIN HANGAR

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



SIDE HANGARS

6 Fighters Each

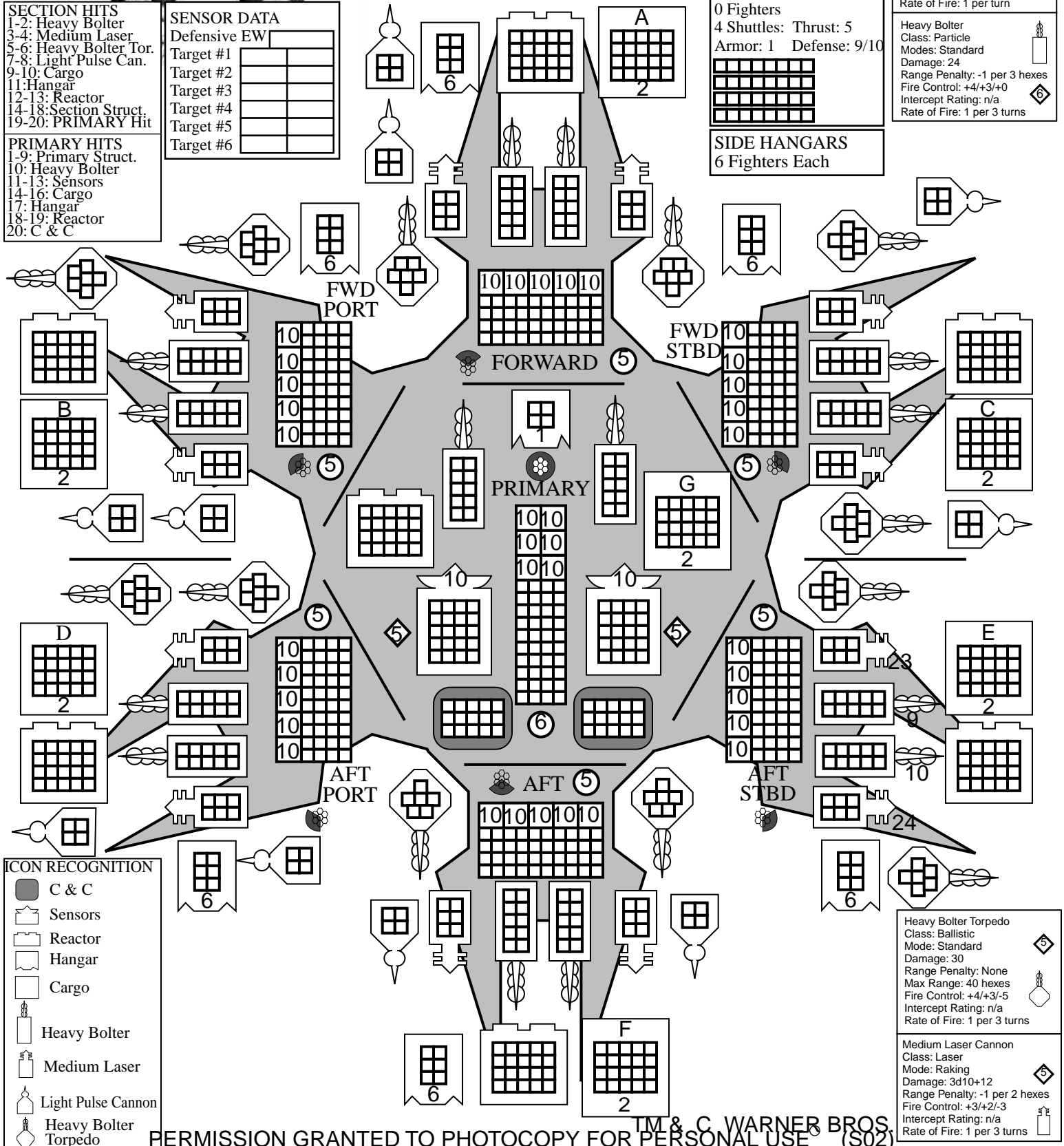
SECTION HITS
1-2: Heavy Bolter
3-4: Medium Laser
5-6: Heavy Bolter Tor.
7-8: Light Pulse Can.
9-10: Cargo
11: Hangar
12-13: Reactor
14-18: Section Struct.
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct.
10: Heavy 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 Bolter
- Medium Laser
- Light Pulse Cannon
- Heavy Bolter Torpedo

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 Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns