



Dilgar Abrithi-B Light Carrier



SPECS

Class: Capital Ship
In Service: 2255
Point Value: 650
Ramming Factor:
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

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

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:Lt Slicer 7-8:Lt Phase Pulse 9-18:Forward Struct 19-20:PRIMARY Hit
SIDE HITS 1-5:Port/Stb Thrust 6-7:Lt Phase Pulse 8-18:Port/Stb Struct 19-20:PRIMARY Hit
AFT HITS 1-6:Main Thrust 7-8:Lt Phase Pulse 9:Aft Engine 10-18:Aft Struct 19-20:PRIMARY Hit
PRIMARY HITS 1-10:Primary Struct 11-12:Sensors 13-14:Primary Engine 15-17:Hangar 18-19:Reactor 20:C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

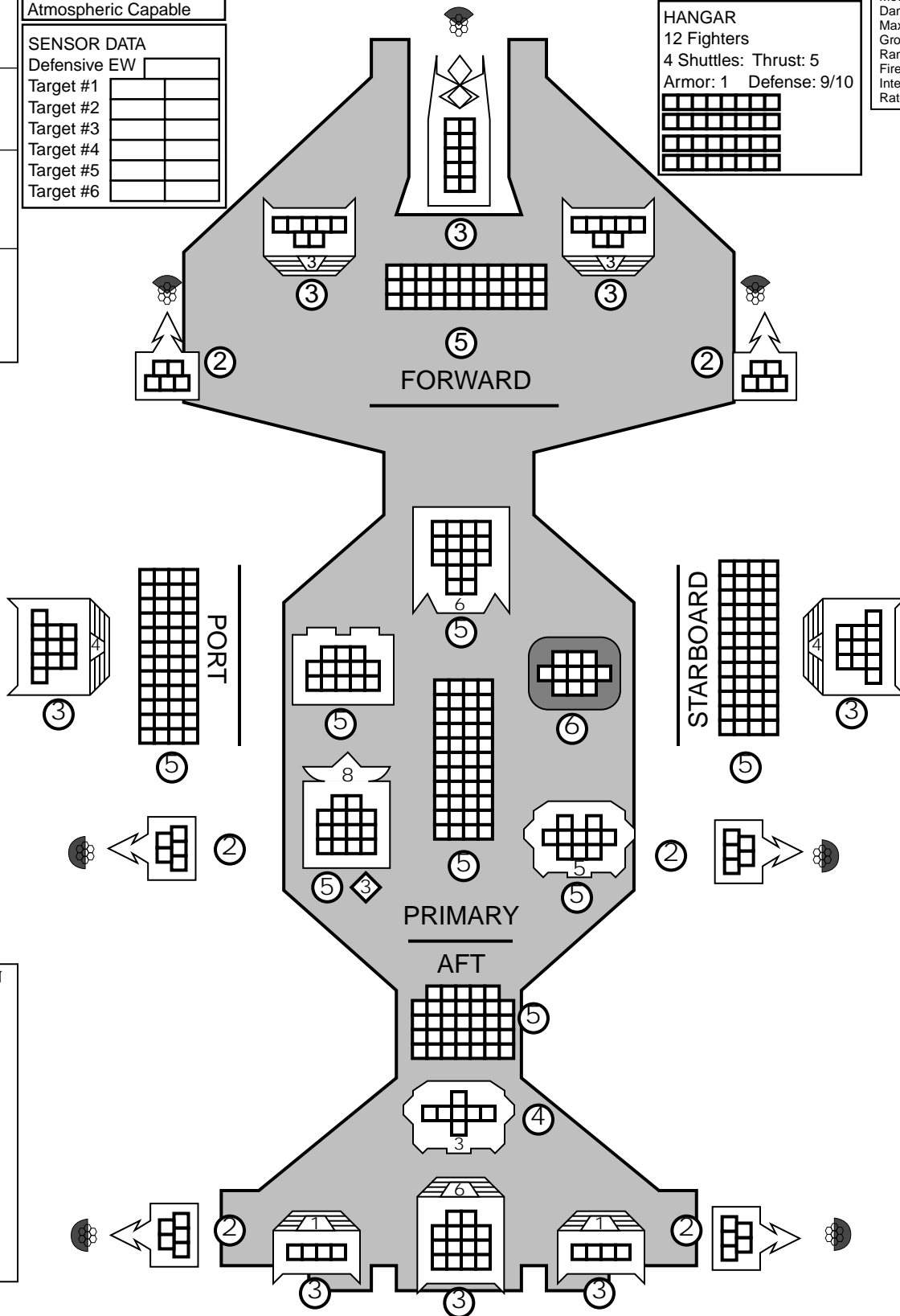
Target #6

HANGAR

12 Fighters

4 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



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
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor
be divided into multiple
attacks on different tar
Non-interceptable.

Light Phasing

Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1
Range Penalty: -1 pe
Fire Control: +6/+4/+
Intercept Rating: -4
Rate of Fire: 1 turn

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Slicer Beam
- Light Phasing Pulse Cannon