



## Dilgar Garasoch-D Command Carrier(Uncommon)

### SPECS

Class: Capital Ship  
In Service: 2252  
Point Value: 850  
Ramming Factor: 240  
Jump Delay: 20 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

### WEAPON DATA

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

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

Medium Bolter  
Class: Particle  
Modes: Standard  
Damage: 18  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Heavy Bolter  
8: Light Pulse Cannon  
9-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-5: Port/Stb Thrust  
7-8: Heavy Bolter  
9: Light Pulse Cannon  
10-18: Port/Stbd Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Lt Pulse Cannon  
9-10: Medium Bolter  
11-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-9: Primary Struct  
10-11: Jump Engine  
12-13: Sensors  
14: Primary Engine  
15-17: 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

### HANGAR

24 Fighters

4 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10

### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Light Pulse Cannon
- Med Pulse Cannon
- Heavy Bolter

