

Dilgar Leskrati-D Command Cruiser



SPECS

Class: Capital Ship
In Service: 2247
Point Value: 800
Ramming Factor: 240
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2/3 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: 15
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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.

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: 8 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 Phase Pulse
7-8: Lt Slicer
9: Hvy Phase Pulse
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Lt Phase Pulse
7-9: Hvy Phase Pulse
10-18: Port/Stb Struct
19-20: PRIMARY Hit

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

PRIMARY HITS
1-10: Primary Struct
11-12: Jump Engine
13-14: Sensors
15-16: Primary Engine
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

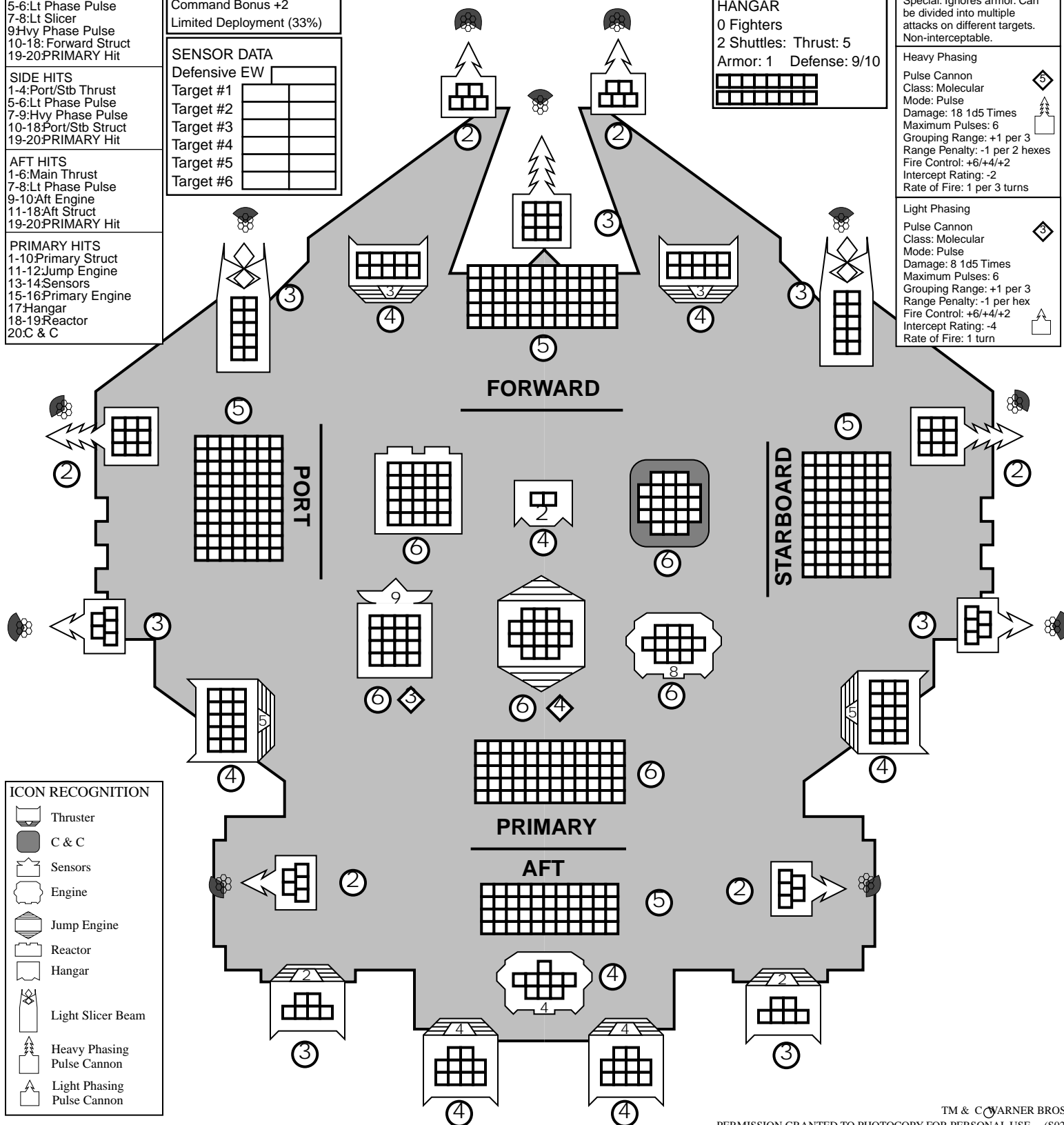
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Light Slicer Beam
- Heavy Phasing Pulse Cannon
- Light Phasing Pulse Cannon