

Dilgar Mishakur-D Command Dreadnought



SPECS

Class: Capital Ship
In Service: 2231
Point Value: 1300
Ramming Factor: 310
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Power Shortage: -18
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

Medium Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Medium Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Grouping Range: +1 per 4
Range Penalty: -2 per hex
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/+2/-3
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-4: Retro Thrust
5-6: Capital Mass Driver
7-9: Heavy Bolter
10-11: Lt Pulse Cannon
12-13: Medium Laser
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Heavy Bolter
7-8: Hvy Pulsar Cannon
9-10: Missile Rack
11: Lt Pulse Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Heavy Bolter
9-10: Medium Laser
11-12: Lt Pulse Cannon
13: Aft Engine
14-18: 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 +3
Unique Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

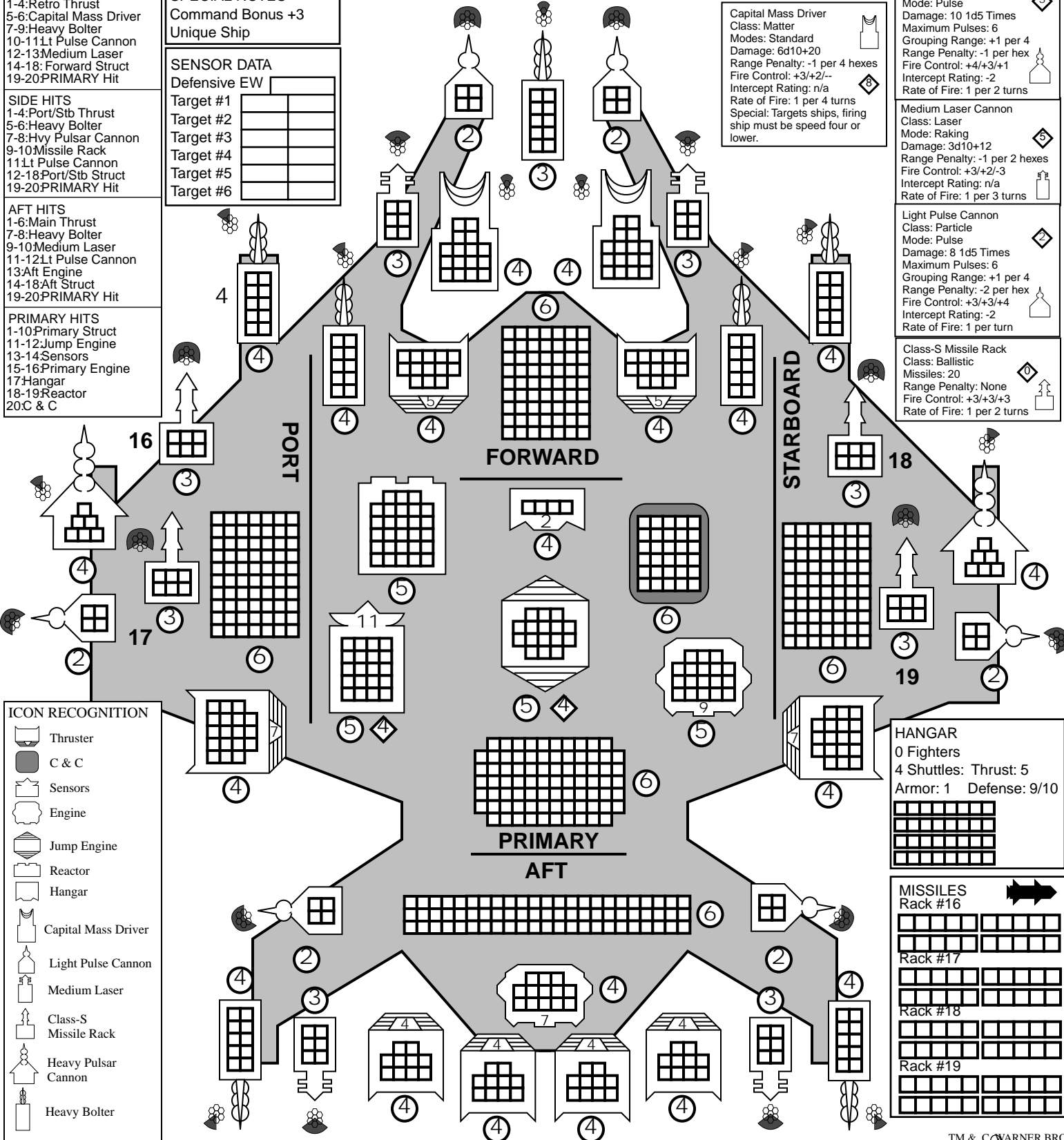
Target #6

Capital Mass Driver

Class: Matter
Modes: Standard
Damage: 6d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Targets ships, firing ship must be speed four or lower.

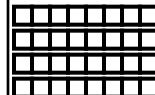
ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Capital Mass Driver
- Light Pulse Cannon
- Medium Laser
- Class-S Missile Rack
- Heavy Pulsar Cannon
- Heavy Bolter



HANGAR

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



MISSILES

