



Dilgar Mishakur-D Command Dreadnought

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2231	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 1600	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 310	Pivot Cost: 4+4 Thrust	Power Shortage: -18
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

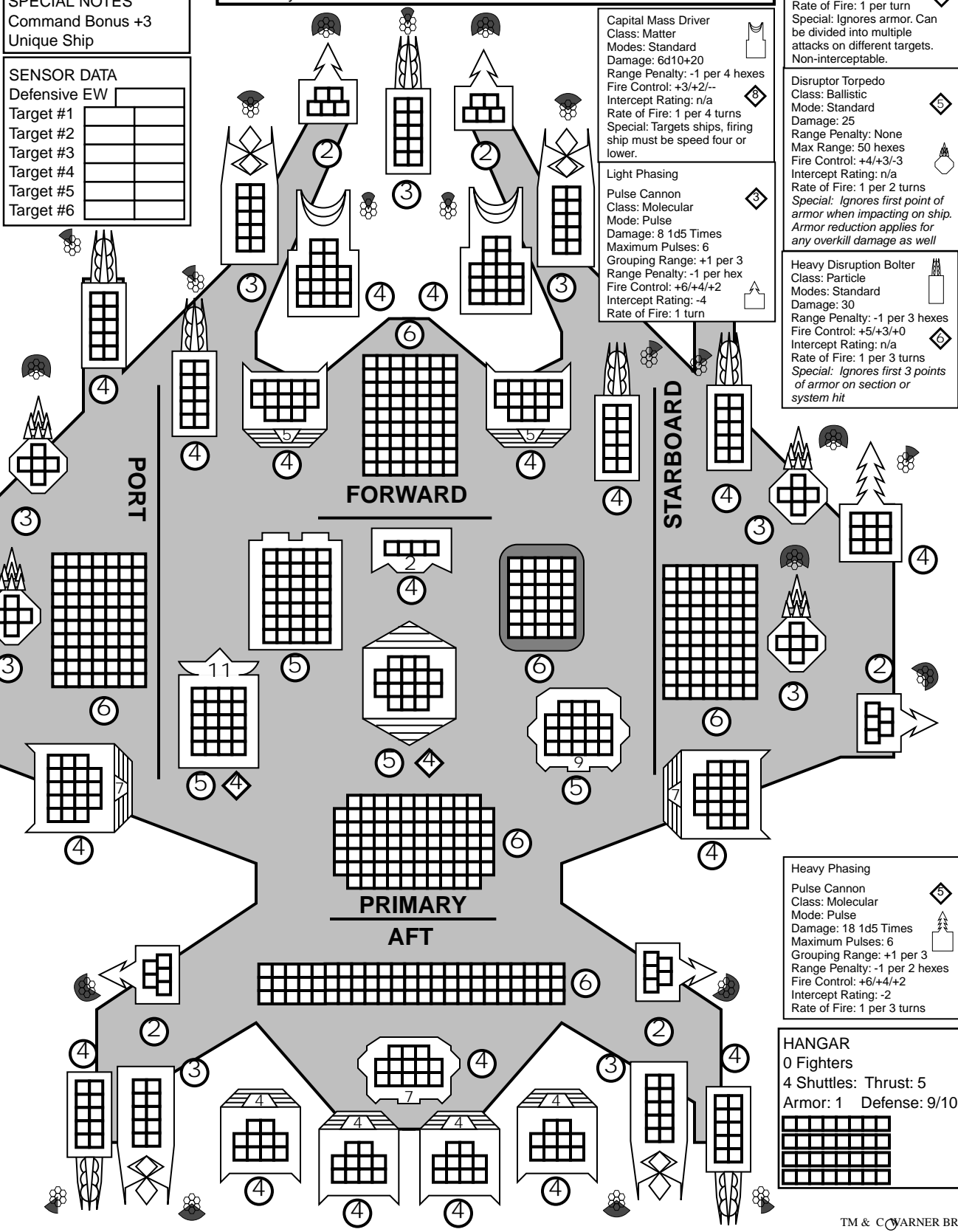
WEAPON DATA
Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.
Disruptor Torpedo
Class: Ballistic
Mode: Standard
Damage: 25
Range Penalty: None
Max Range: 50 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores first point of armor when impacting on ship. Armor reduction applies for any overkill damage as well
Heavy Disruption Bolter
Class: Particle
Modes: Standard
Damage: 30
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores first 3 points of armor on section or system hit

FORWARD HITS
1-4: Retro Thrust
5-6: Capital Mass Driver
7-9: Hvy Disrupt Bolter
10-11: Lt Phas Pulse
12-13: Lt Slicer
14-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Hvy Disrupt Bolter
7-8: Hvy Phas Pulse
9-11: Disruptor Torp
12: Lt Phas Pulse
13-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Hvy Disrupt Bolter
9-10: Lt Slicer
11-12: Lt Phas Pulse
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.
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

ICON RECOGNITION
Thrustor
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Capital Mass Driver
Heavy Phasing Pulse Cannon
Light Phasing Pulse Cannon
Heavy Disruption Bolter
Light Slicer Beam
Disruptor Torpedo



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

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