



Dilgar Ochlavita-D Command Destroyer



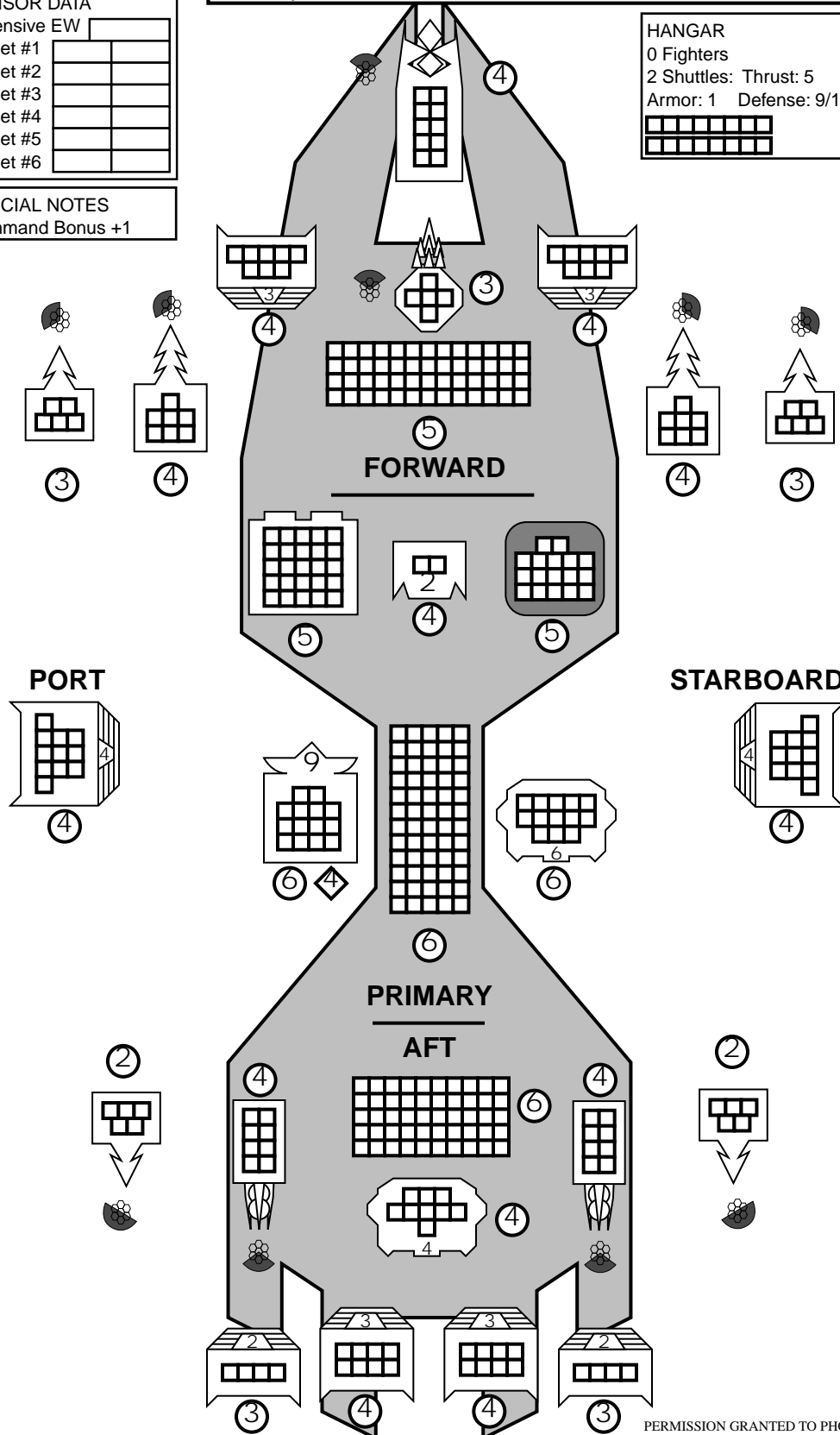
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2254	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

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.
Medium Disruption Bolter
Class: Particle
Modes: Standard
Damage: 22
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Ignores first two points of armor on section or system hit
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
Medium Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 13 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +6/+4/+2
Intercept Rating: -3
Rate of Fire: 1 per 2 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 Slicer
7-8: Med Phase Pulse
9-10: Lt Phase Pulse
11: Disruptor Torpedo
12-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Med Disrupt Bolter
9-10: Lt Phase Pulse
11: Aft Engine
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Struct
11-13: Port/Stb Thrust
14-15: Sensors
16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6
SPECIAL NOTES
Command Bonus +1

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Slicer Beam
- Medium Disruption Bolter
- Medium Phasing Pulse Cannon
- Light Phasing Pulse Cannon
- Disruptor Torpedo