



## Dilgar Ochlavita-M Missile Destroyer



### SPECS

Class: Hvy Combat Vsl  
In Service: 2256  
Point Value: 725  
Ramming Factor:  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +7

### WEAPON DATA

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

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  
5-8: Disruptor Torp  
9-11: Lt Phase Pulse  
12-18: Forward Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Disruptor Torp  
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

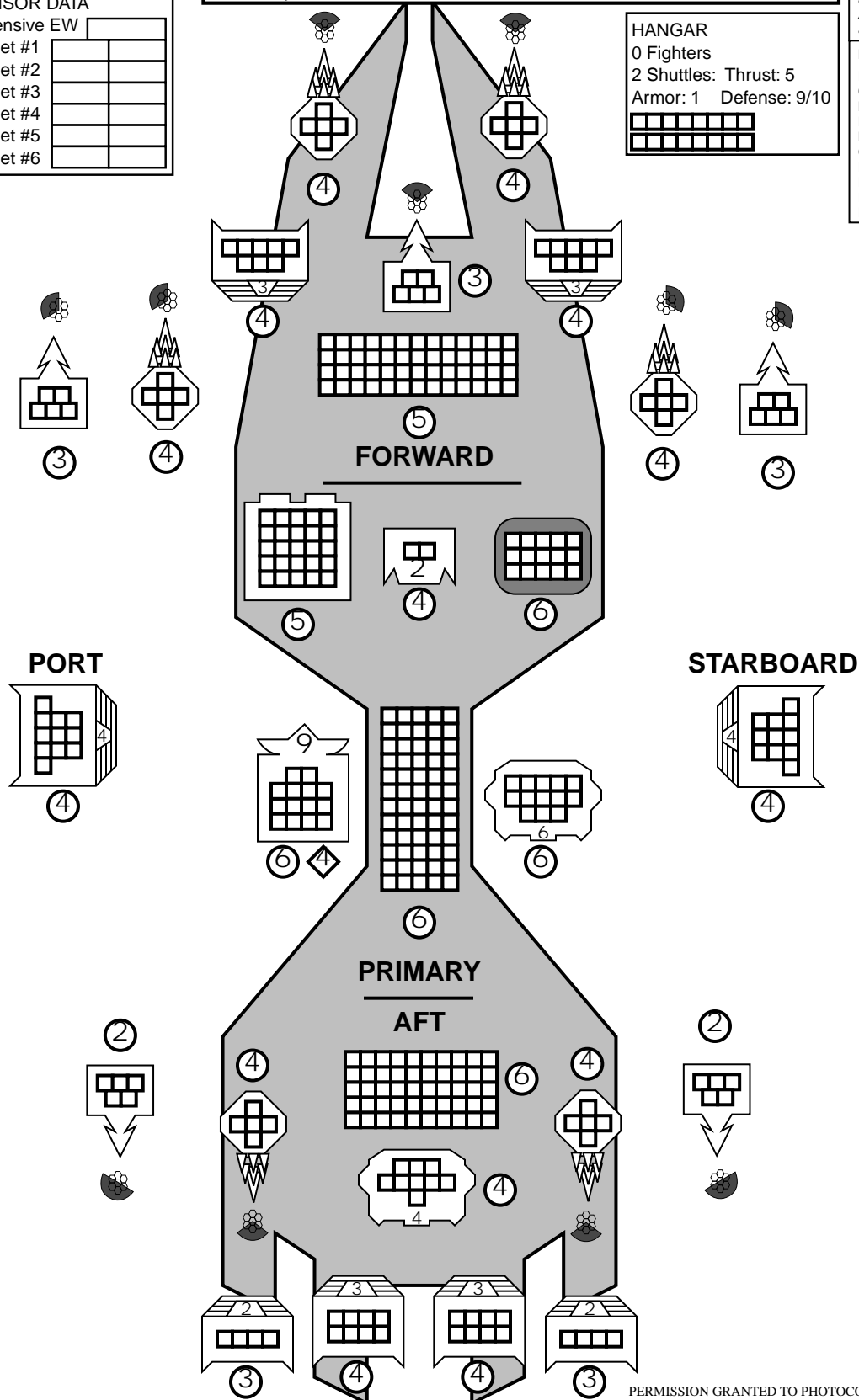
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Disruptor Torpedo
- Light Phasing Pulse Cannon