



## Dilgar Ochlavita Destroyer

### SPECS

Class: Hvy Combat Vsl  
In Service: 2249  
Point Value: 625  
Ramming Factor: 195  
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

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

Medium Laser Cannon  
Class: Laser  
Mode: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

Medium Bolter  
Class: Particle  
Modes: Standard  
Damage: 18  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 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

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/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

Light Bolter Torpedo  
Class: Ballistic  
Mode: Standard  
Damage: 15  
Range Penalty: None  
Max Range: 20 hexes  
Fire Control: +3/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 turn

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Medium Laser  
7-8: Medium Bolter  
9-10: Med Pulse Cannon  
11: Lt Bolter Torpedo  
12-18: Forward Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Medium Bolter  
9-10: Lt Pulse Cannon  
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

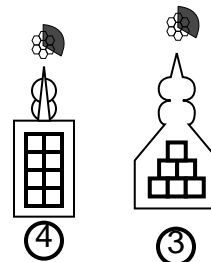
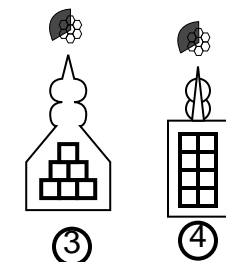
Target #6

### HANGAR

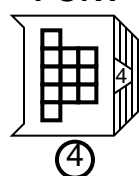
0 Fighters

2 Shuttles: Thrust: 5

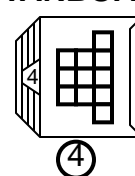
Armor: 1 Defense: 9/10



### PORT



### STARBOARD



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Pulse Cannon
- Medium Bolter
- Medium Laser
- Light Pulse Cannon
- Light Bolter Torpedo

