



## Dilgar Targath Strike Cruiser



### SPECS

Class: Capital Ship  
In Service: 2256  
Point Value: 800  
Ramming Factor:  
Jump Delay: N/A

### MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

### WEAPON DATA

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

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

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

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Hvy Disrupt Bolter  
7-8: Lt Phase Pulse  
9-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-5: Port/Stb Thrust  
6-7: Hvy Phase Pulse  
8-9: Lt Phase Pulse  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Med Phase Pulse  
9: Aft Engine  
10-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-10: Primary Struct  
11-12: Sensors  
13-14: Primary Engine  
15-17: Hangar  
18-19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

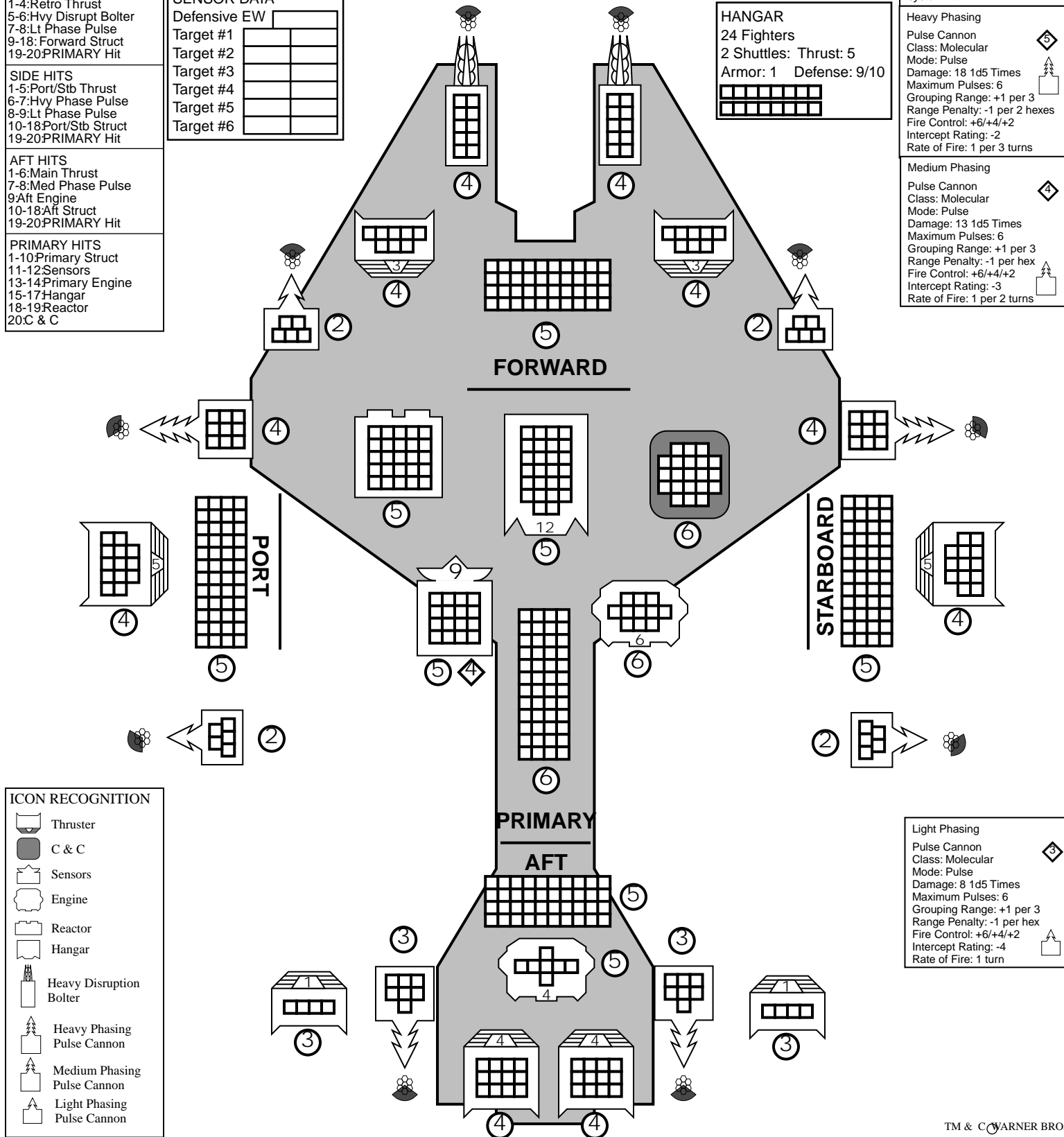
Target #6

### HANGAR

24 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Disruption Bolter
- Heavy Phasing Pulse Cannon
- Medium Phasing Pulse Cannon
- Light Phasing Pulse Cannon

### Light Phasing

Pulse Cannon  
Class: Molecular  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -1 per 3  
Fire Control: +6/+4/+2  
Intercept Rating: -4  
Rate of Fire: 1 turn