

Dilgar Tratharti-G Heavy Gunship



SPECS

Class: Capital Ship
In Service: 2253
Point Value: 1100
Ramming Factor:
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Power Shortage: -4
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

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 Phase Pulse
7-9: Hvy Disrupt Bolter
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-6: Port/Stb Thrust
7-10: Hvy Disrupt Bolter
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Hvy Disrupt Bolter
9-10: Lt Phase Pulse
11: Aft Engine
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-13: Primary Struct
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

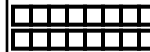
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

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

