

Dilgar Tratharti Gunship



SPECS

Class: Capital Ship
In Service: 2254
Point Value: 1000
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

Capital Mass Driver
Class: Matter
Modes: Standard
Damage: 6d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Targets ships, firing ship must be speed four or lower.

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.

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

FORWARD HITS
1-4:Retro Thrust
5-6:Lt Slicer
7-9:Cap Mass Driver
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

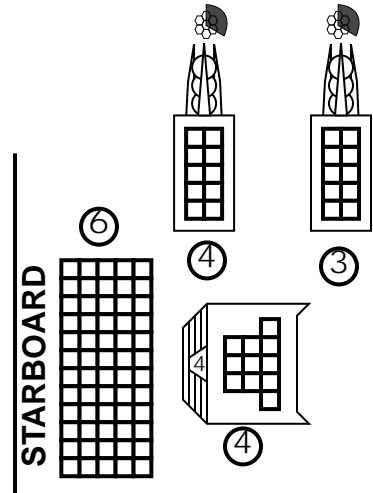
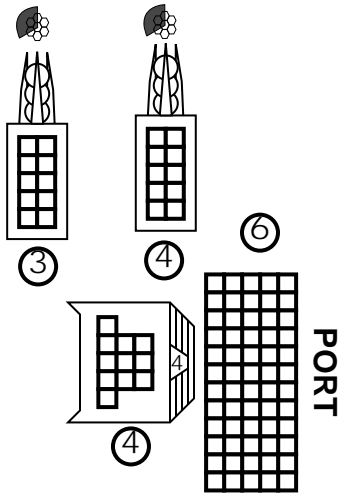
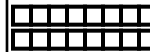
Target #6

HANGAR

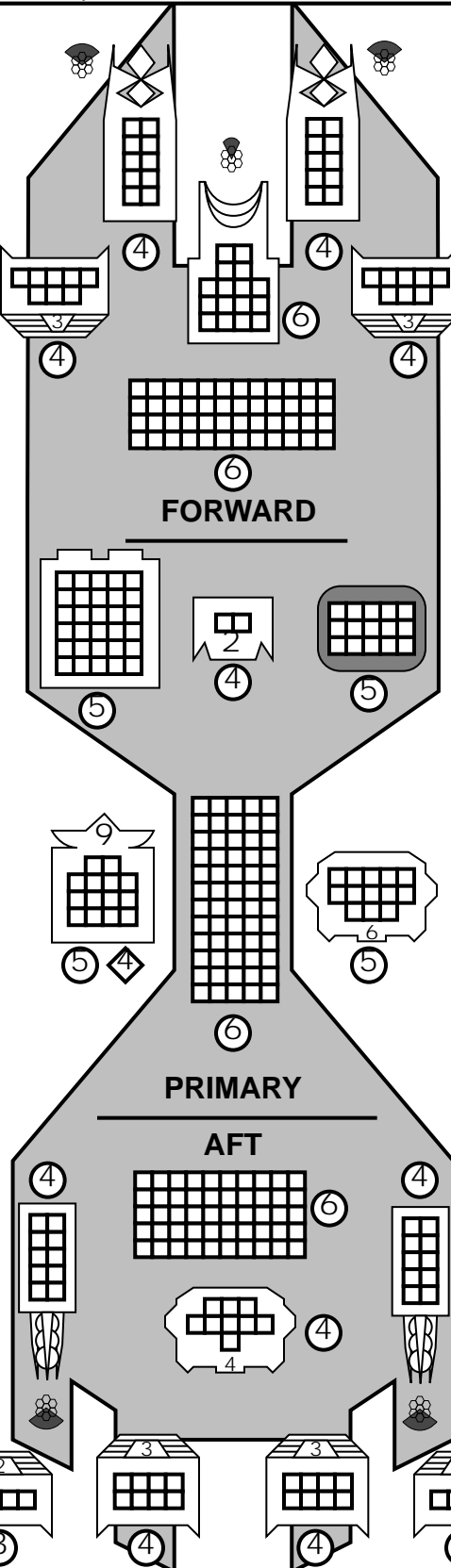
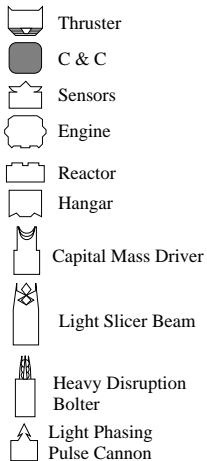
0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION



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