

Dilgar Tratharti Gunship

SPECS

Class: Capital Ship
In Service: 2252
Point Value: 850
Ramming Factor: 280
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.

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

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

FORWARD HITS
1-4: Retro Thrust
5-6: Medium Laser
7-9: Cap Mass Driver
10-18: Forward Struct
19-20: PRIMARY Hit

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

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

FORWARD

PRIMARY

AFT

PORT

STARBOARD

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Bolter
- Medium Laser
- Capital Mass Driver
- Light Pulse Cannon