

Version 2: 2E/SF2

Name: _____

Counter: _____



Dilgar Koratyl Defense Base

SPECS

Class: Enormous Base
In Service: 2227
Point Value: 2700
Ramming Factor: 650
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 22
Stb/Port Defense: 22
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

Heavy Bolter

Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

SECTION HITS

- 1-2: Heavy Bolter
- 3-4: Medium Laser
- 5-6: Class-S Missile Rack
- 7-8: Scatter-Pulsar
- 9-10: Cargo
- 11: Hangar
- 12-13: Reactor
- 14-18: Section Structure
- 19-20: PRIMARY HIT

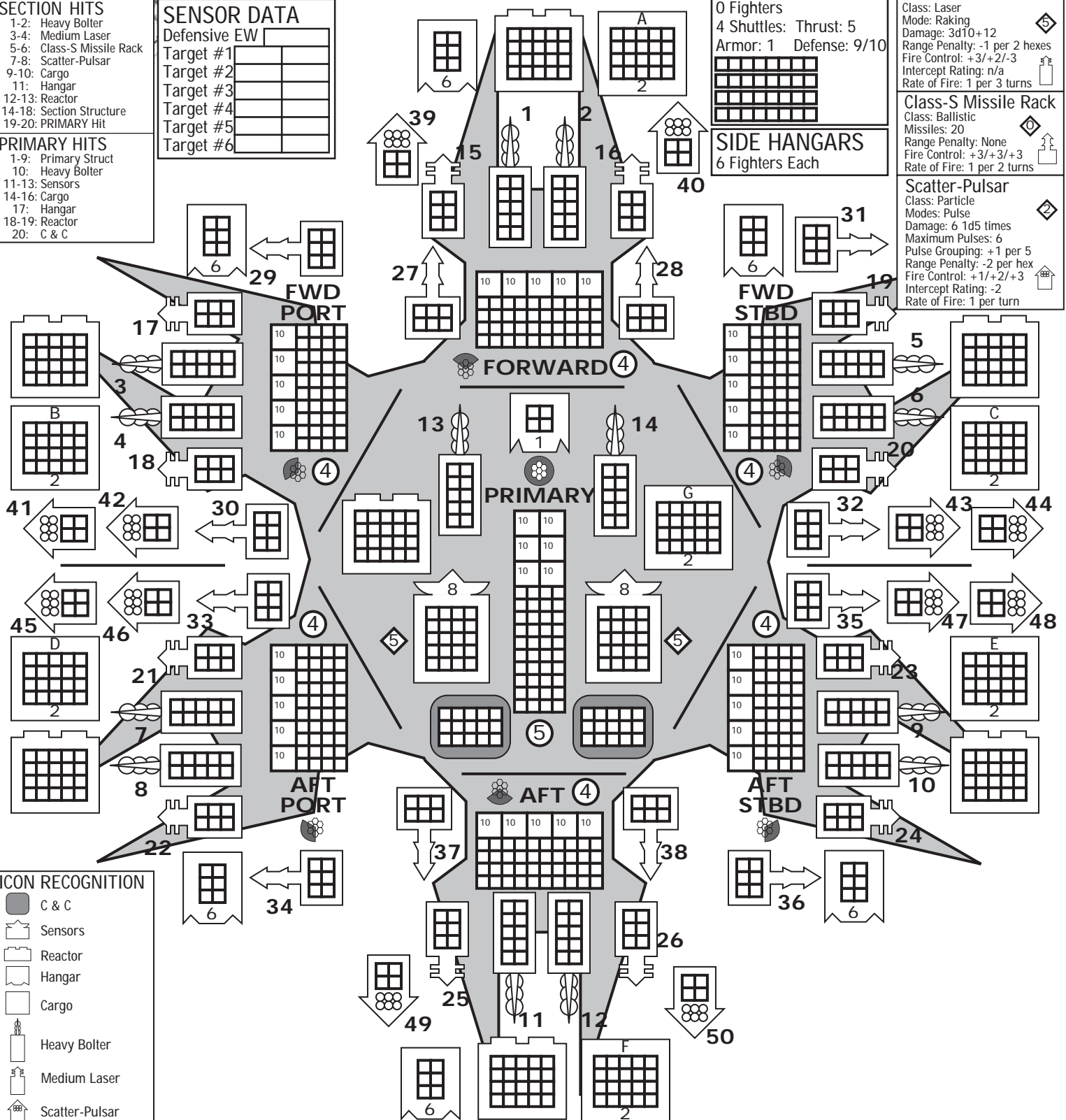
PRIMARY HITS

- 1-9: Primary Struct
- 10: Heavy Bolter
- 11-13: Sensors
- 14-16: Cargo
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

- Target #1
- Target #2
- Target #3
- Target #4
- Target #5
- Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Heavy Bolter
- Medium Laser
- Scatter-Pulsar
- Class-S Missile Rack