

Dilgar Roskatur Garrison Base

SPECS

Class: Capital Base
In Service: 2211
Point Value: 900
Ramming Factor: 200
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: 17
Stb/Port Defense: 17
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

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

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

Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

SECTION HITS

1-3: Medium Laser
4-6: Scatter-Pulsar
7-9: Docking Bay
10-12: Cargo
13-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Sensors
13-17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

DOCKING BAYS

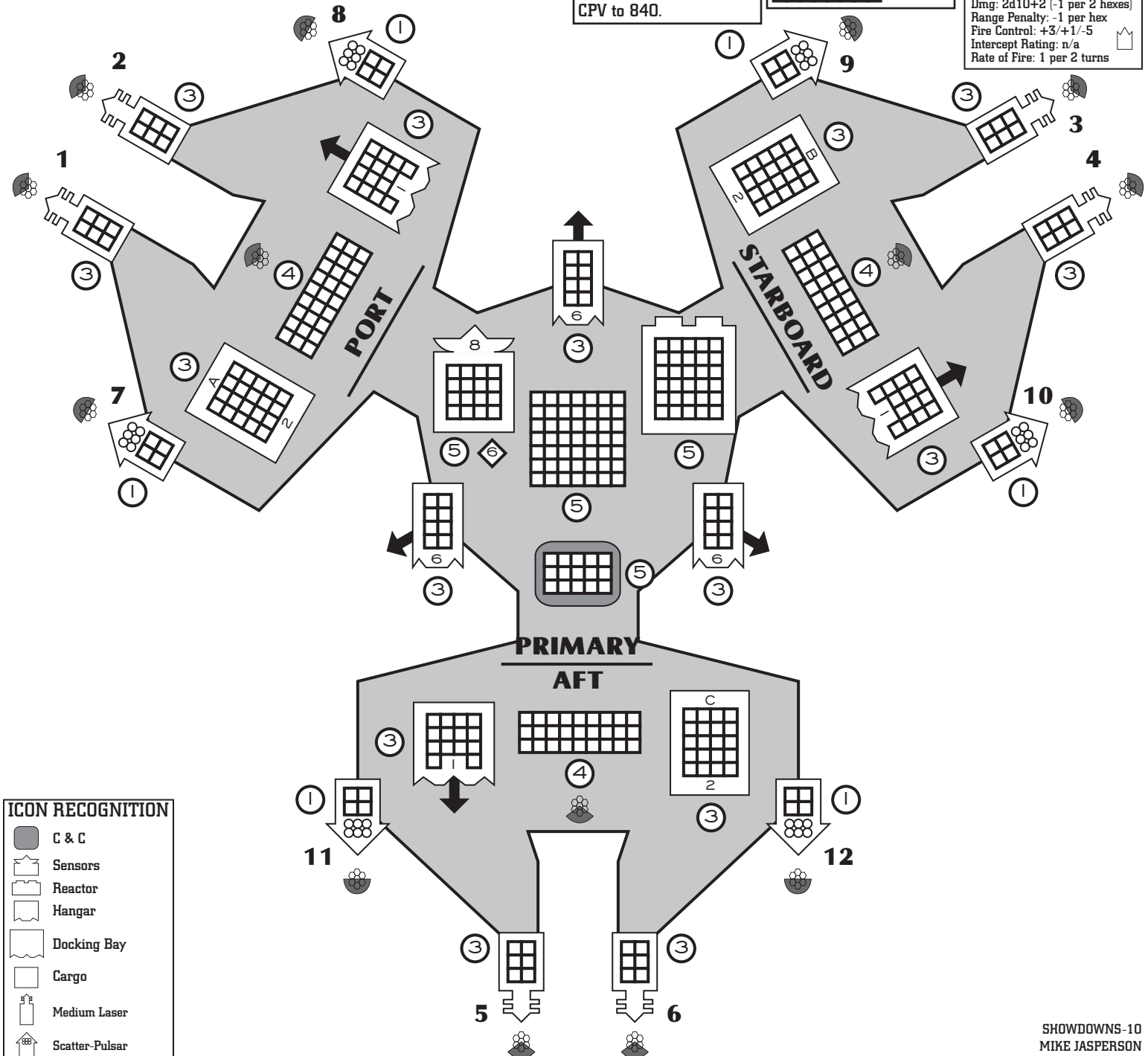
1 Jorthun LCV
0 Fighters/Shuttles

EARLY WEAPONS

In scenarios set before 2224, replace all Scatter-Pulsars with Light Plasma Cannons. Reduce CPV to 840.

PRIMARY HANGARS

6 Medium Fighters Each
2 Shuttles Each: Thr: 5
Armor: 1 Defense: 9/10



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Docking Bay
- Cargo
- Medium Laser
- Scatter-Pulsar