











Dilgar Mishakur-D Command Dreadnought

SPECS			MANEUVERING					COMBAT STATS				
Class: Capital Ship			Turn Cost: 1 x Speed					Fwd/Aft Defense: 16				
In Service: 2231			Turn Delay: 1 x Speed					Stb/Port Defense: 17				
Point Value: 1250			Accel/Decel Cost: 4 Thrust					Engine Efficiency: 3/1				
Ramming Factor: 310			Pivot Cost: 4+4 Thrust					Power Shortage: -18				
Jump Delay: 36 Turns			Roll Cost: 2+2 Thrust					Initiative Bonus: +0				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Del ay	1	2	3	4	5	6	7	8	9	10	11	12

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	
Quad Pulsar	
Class: Particle	
Modes: Pulse	
Damage: 14 1d3 times	
Maximum Pulses: 4	
Pulse Grouping: +1 per 5	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+3/-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	
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	
Class-S Missile Rack	
Class: Ballistic	
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 3 turns	

FORWARD HITS

1-4: Retro Thrust
5-6: Mass Driver
7-9: Heavy Bolter
10-11: Scatter-Pulsar
12-13: Medium Laser
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Heavy Bolter
7-8: Quad Pulsar
9-10: Missile Rack
11: Scatter-Pulsar
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Heavy Bolter
9-10: Medium Laser
11-12: Scatter-Pulsar
13: Aft Engine
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Jump Engine
13-14: Sensors
15-16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Command Bonus +3

Unique Ship

SENSOR DATA

Defensive EW

Target #1

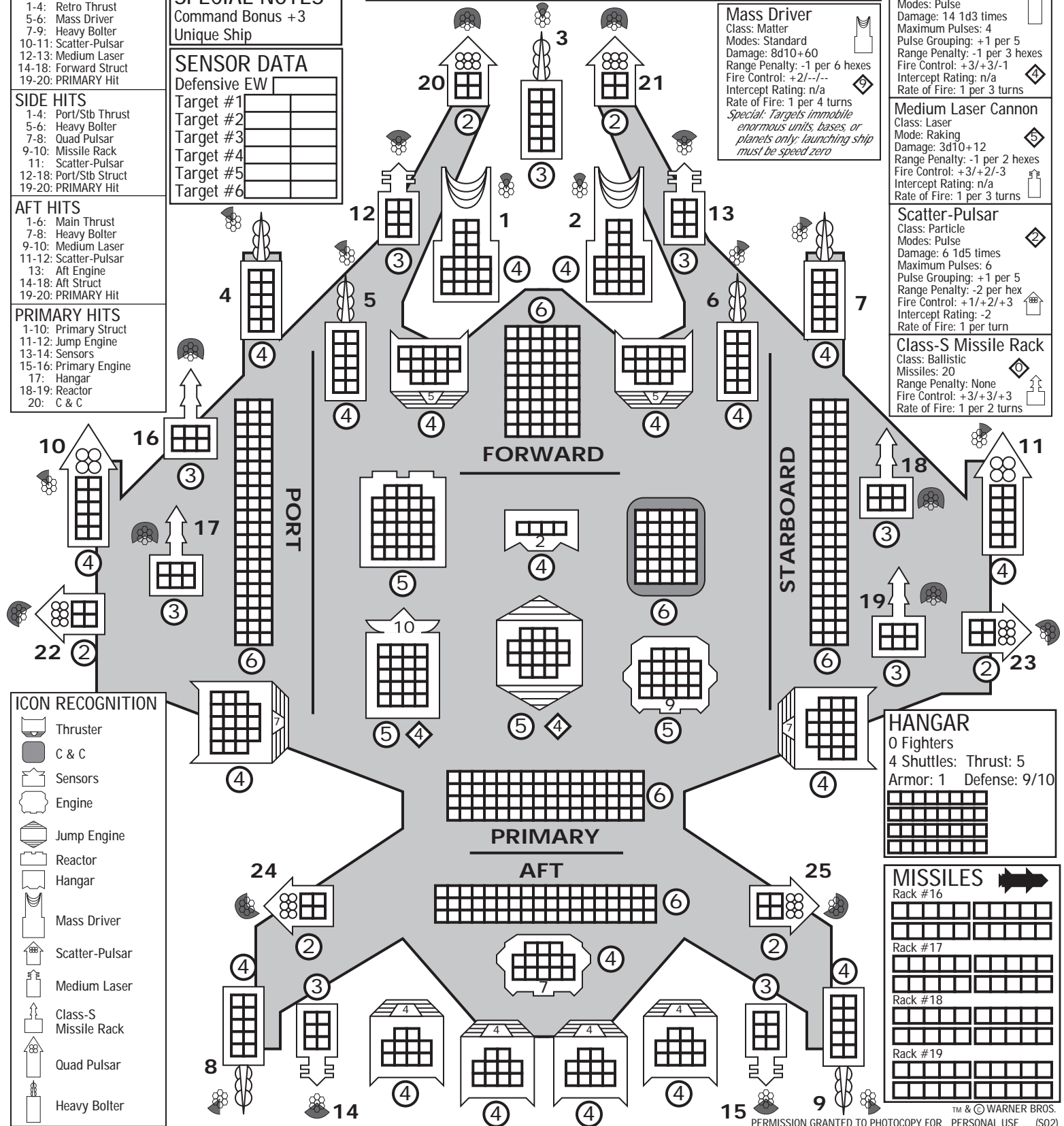
Target #2

Target #3
Target #4














Target #4
Target #5

Target #5
Target #6

Target #01



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Mass Driver
-  Scatter-Pulsar
-  Medium Laser
-  Class-S Missile Rack
-  Quad Pulsar
-  Heavy Bolter

HANGAR

0 Fighters
4 Shuttles: Thrust: 5
Armor: 1 Defense: 9/10

MISSILES

[illegible]