

# Dilgar Ni'Tratha Jumpcruiser

## SPECS

Class: Capital Ship  
In Service: 2214  
Point Value: 475  
Ramming Factor: 210  
Jump Delay: 36 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Heavy Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 4d10+8 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Light Bolter**  
Class: Particle  
Modes: Standard  
Damage: 12  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-6: Hvy Plasma Cannon  
7-8: Lt Bolter  
9-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Med Plasma Cannon  
7-9: Lt Bolter  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Lt Bolter  
9-10: Aft Engine  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Command Bonus +1  
Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

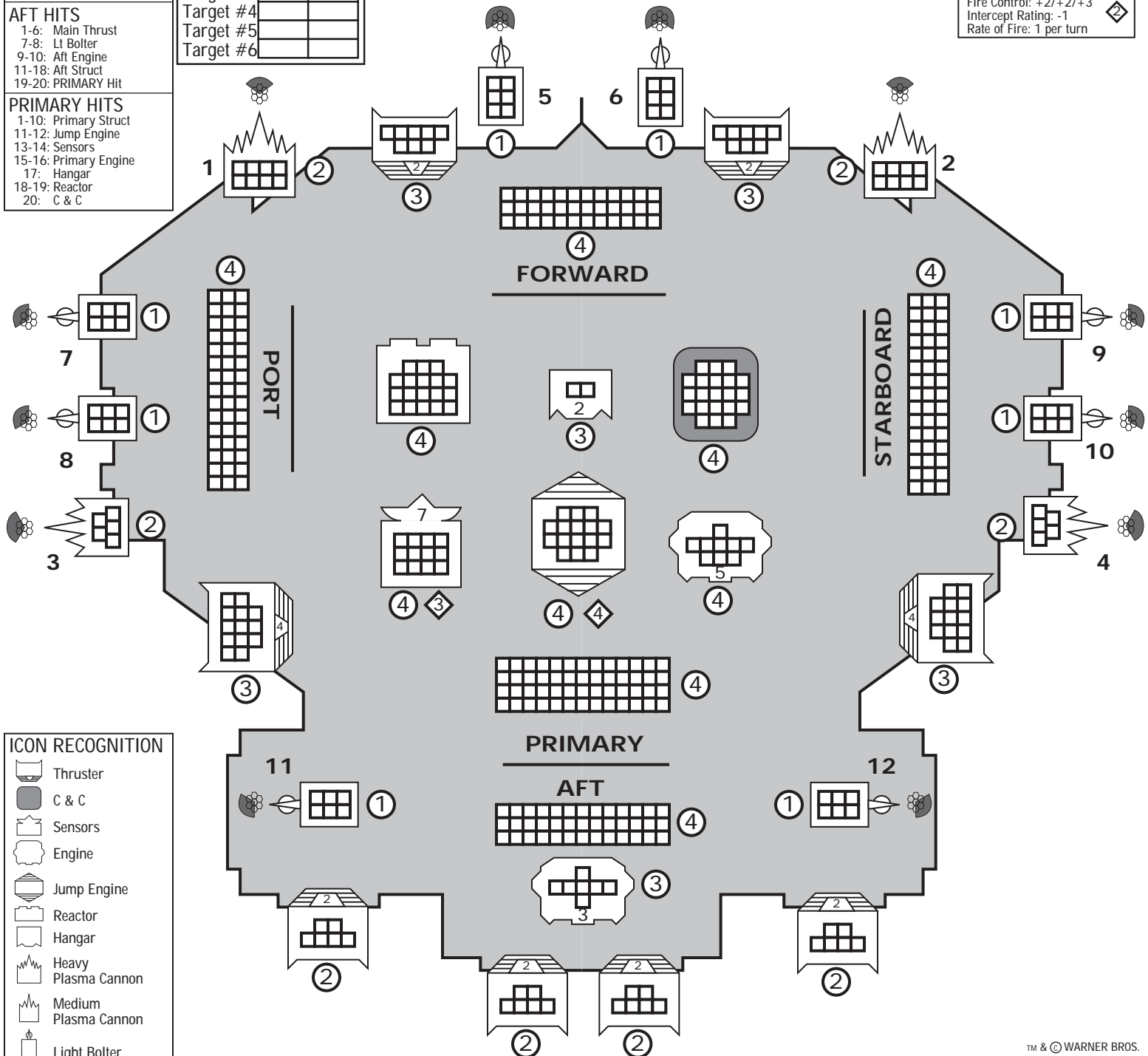
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Light Bolter