

Dilgar Ochlavita-B Carrier Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2230
Point Value: 525
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Point Pulsar
Class: Particle
Modes: Pulse
Damage: 10 3 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/+4
Intercept Rating: -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

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: Light Bolter
7-8: Medium Bolter
9-10: Point Pulsar
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Sensors
15: Primary Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

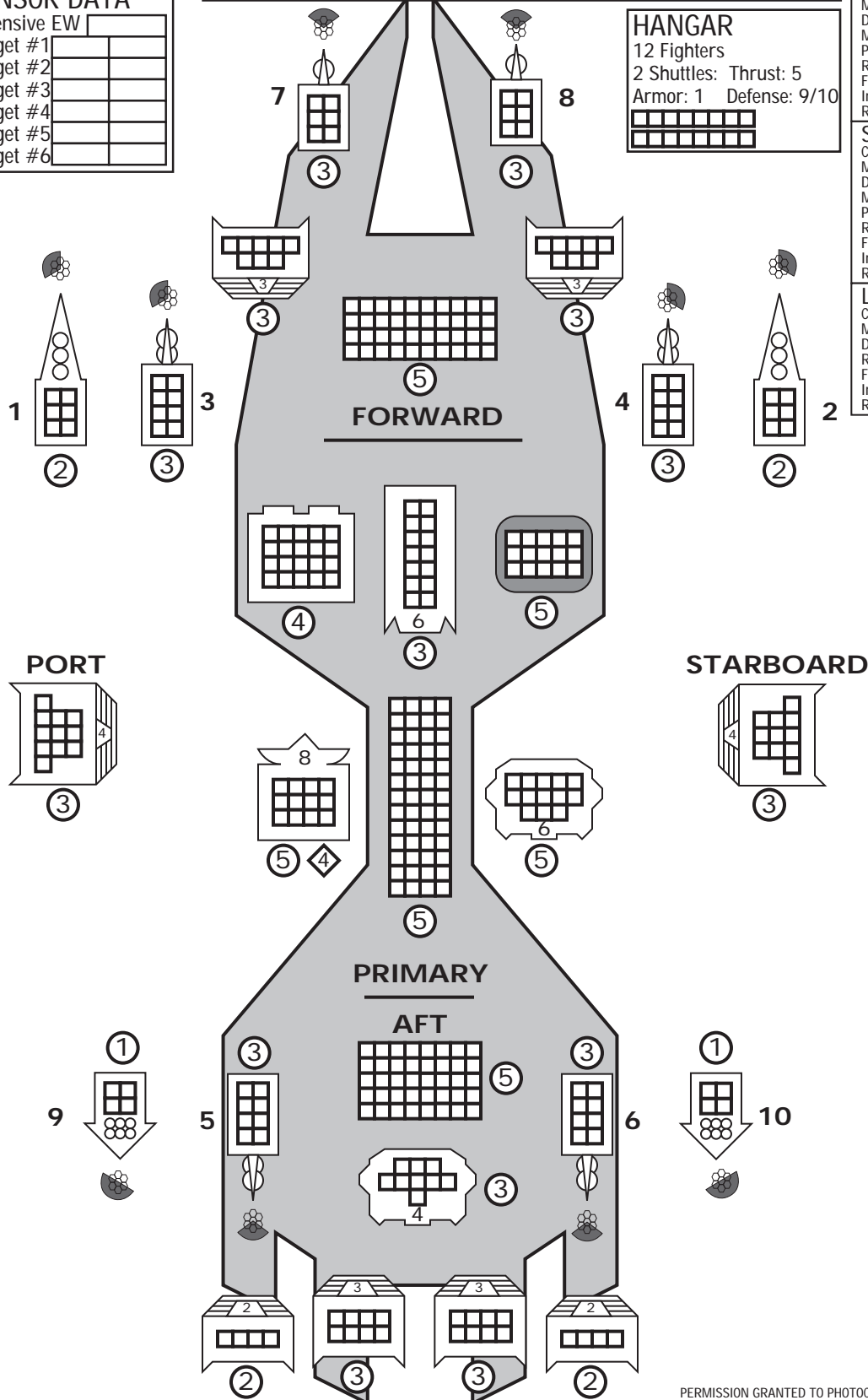
Target #4

Target #5

Target #6

HANGAR

12 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Point Pulsar
- Medium Bolter
- Light Bolter
- Scatter-Pulsar