



Imperial Dilgar Devaskur War Cruiser

SPECS

Class: Capital Ship
In Service: 2248
Point Value: 2300
Ramming Factor: 340
Jump Delay: 20 turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 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: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0



WEAPON DATA

Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets.
Non-interceptable.

Heavy Disruption Bolter
Class: Molecular
Modes: Standard
Damage: 26
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores first 3 points of armor on section or system hit

Heavy Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

Disruptor Torpedo
Class: Ballistic
Mode: Standard
Damage: 18
Range Penalty: None
Max Range: 50 hexes
Fire Control: +4/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores first point of armor when impacting on ship. Armor reduction applies for any overkill damage as well

Medium Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 13 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +6/+4/+2
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

Light Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +6/+4/+2
Intercept Rating: -4
Rate of Fire: 1 turn

FORWARD HITS
1-4: Retro Thrust
5-6: Heavy Bolter
7-8: Light Molecular Slicer
9-10: Med. Phas. Pul. Can.
11-12: Light Phas. Pul. Can.
13-18: Forward Structure
19-20: Primary Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Heavy Phas. Pul. Can.
8-9: Disruption Torpedo
10-11: Lt Phas. Puls. Can.
12-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Medium Phas. Pul. Ca.
8-9: Lt. Phas. Pul. Cann.
10: Aft Engine
11-18: Aft Structure
19-20: PRIMARY HIT

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

SPECIAL NOTES

Command Bonus +2
Limited Deployment (50%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

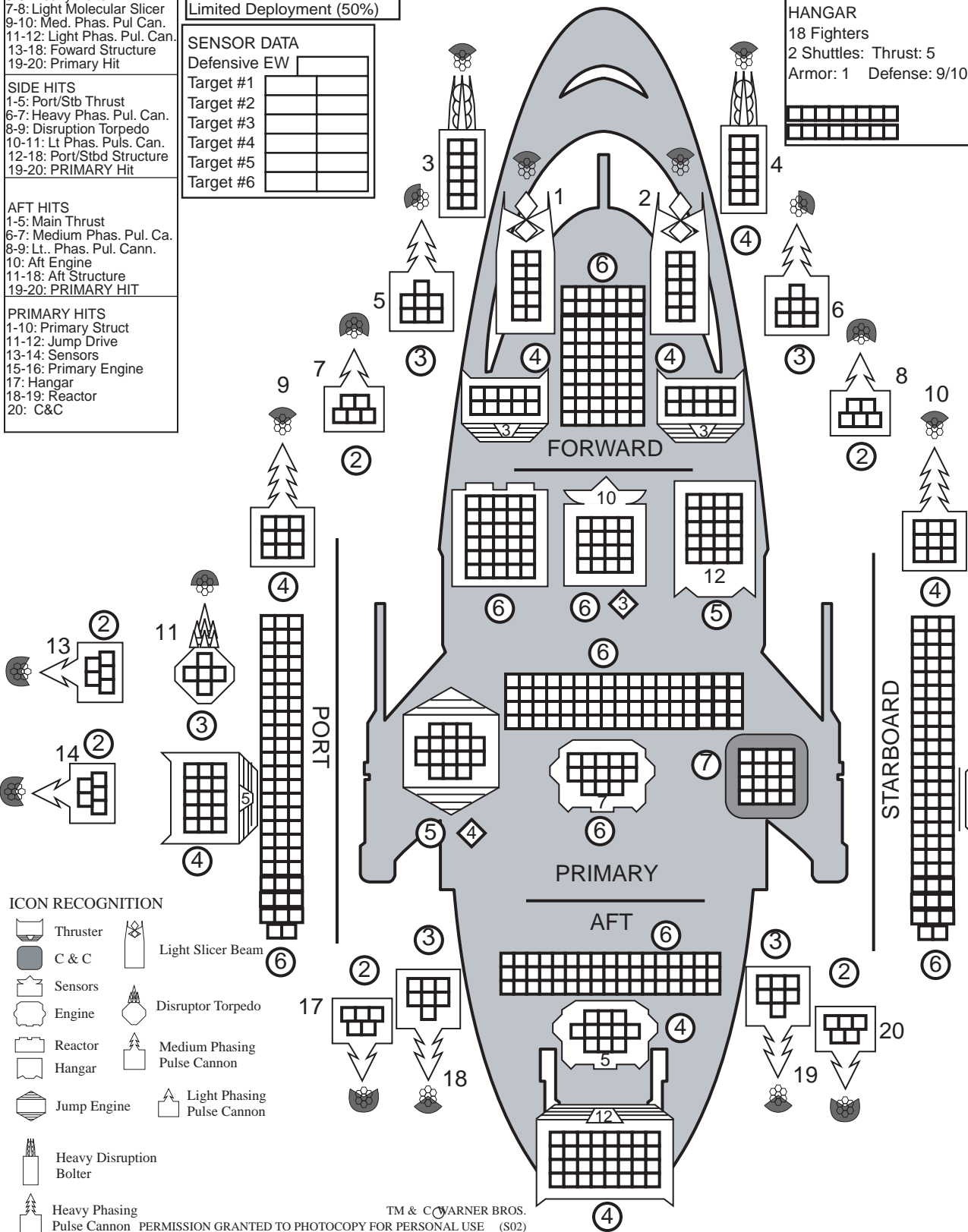
Target #6

HANGAR

18 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

