



## Republican Dilgar Devaskur War Cruiser

### SPECS

Class: Capital Ship  
In Service: 2248  
Point Value: 1000  
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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	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: +4/+3/0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

#### Heavy Pulsar Cannon

Class: Particle  
Mode: Pulse  
Damage: 15 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-1  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

#### Medium Bolter Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 20  
Range Penalty: None  
Max Range: 30 hexes  
Fire Control: +4/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

#### Medium Laser Cannon

Class: Laser  
Modes: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Interception Rating: n/a  
Rate of Fire: 1 per 3 turns

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Heavy Bolter  
7-8: Medium Laser Cannon  
9-10: Medium Pulse Cann.  
11-12: Light Pulse Cannon  
13-18: Foward Structure  
19-20: Primary Hit

**SIDE HITS**  
1-5: Port/Stb Thrust  
6-7: Heavy Pulsar Cannon  
8-9: Medium Bolter Torp.  
10-11: Lt Pulse Cannon  
12-18: Port/Stbd Structure  
19-20: PRIMARY Hit

**AFT HITS**  
1-5: Main Thrust  
6-7: Medium Pulse Cannon  
8-9: Lt. Pulse Cannon  
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

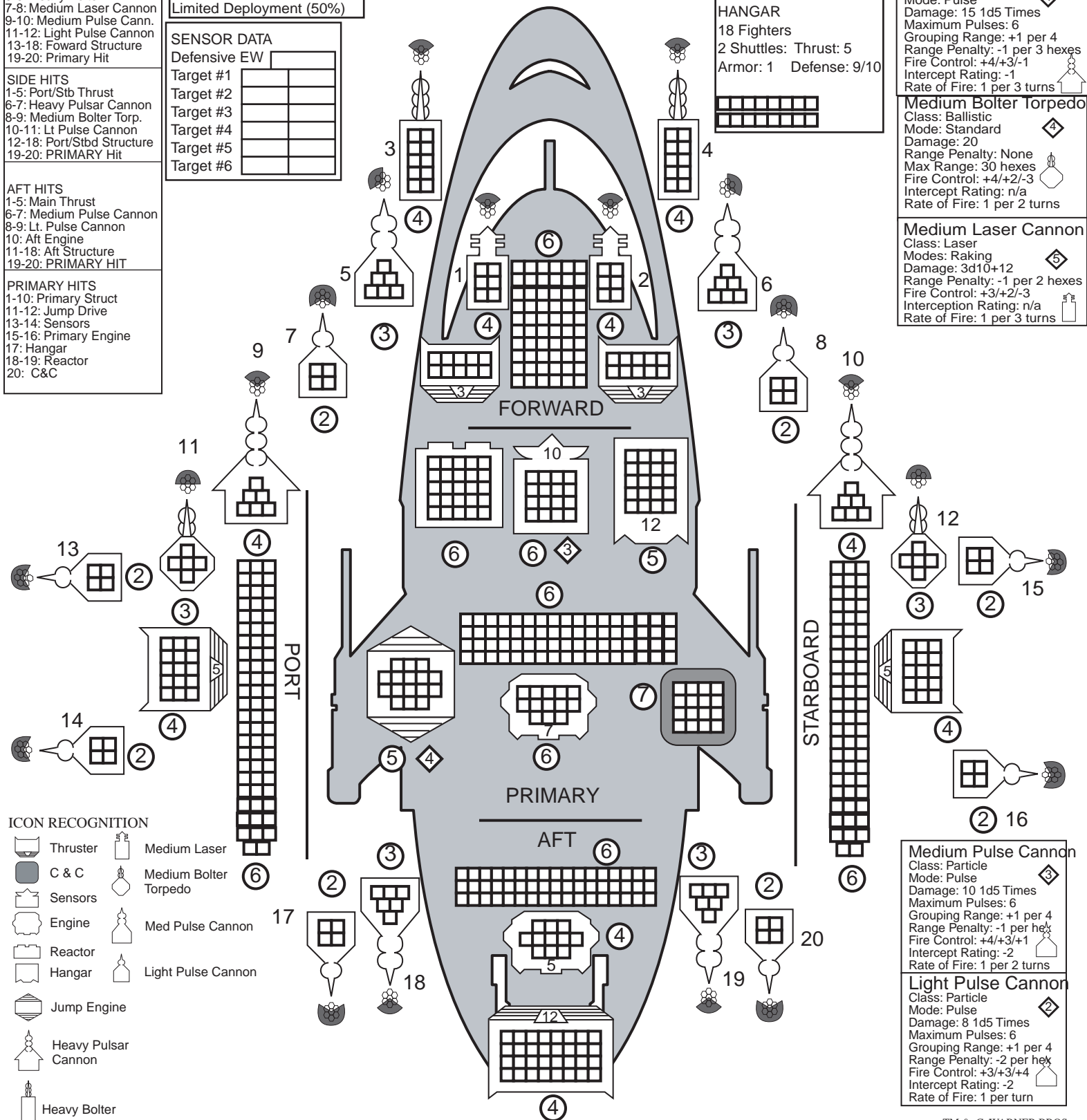
Target #6

### HANGAR

18 Fighters

2 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Heavy Pulsar Cannon
- Heavy Bolter
- Medium Laser
- Medium Bolter Torpedo
- Med Pulse Cannon
- Light Pulse Cannon

#### Medium Pulse Cannon

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

#### Light Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn