



Version 1: 2E/GM

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Dilgar Kahtrik Attack Cruiser

## SPECS

Class: Capital Ship  
In Service: 2226  
Point Value: 460  
Ramming Factor: 180  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 3/4 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +1

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

## HANGAR

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


## WEAPON DATA

### Mass Driver

Class: Matter  
Modes: Standard  
Damage: 8d10+60  
Range Penalty: -1 per 6 hexes  
Fire Control: +2/-/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Targets immobile  
enormous units, bases, or  
planets only; launching ship  
must be speed zero

### Energy Pulsar

Class: Particle  
Modes: Pulse  
Damage: 10 1d2 times  
Maximum Pulses: 3  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per hex  
Fire Control: +3/+2/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Class-S Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+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

## FORWARD HITS

1-4: Retro Thrust  
5-6: Energy Pulsar  
7-8: Scatter Pulsar  
9-11: Mass Driver  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-8: Missile Rack  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

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

## SENSOR DATA

### Defensive EW

Target #1

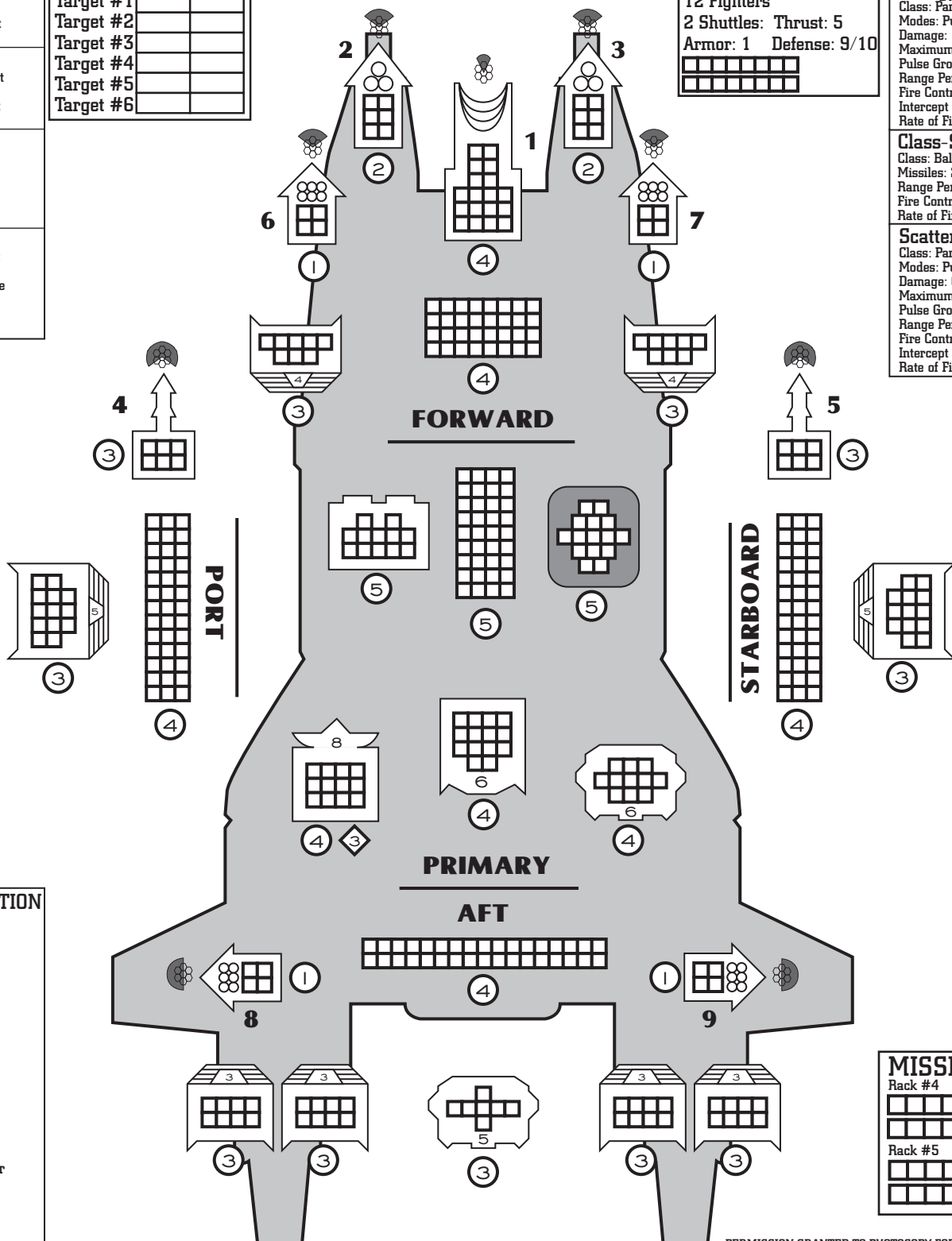
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Mass Driver
- Energy Pulsar
- Class-S Missile Rack
- Scatter-Pulsar

## MISSILES

Rack #4


Rack #5


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