

Version 1: 2E/GM

Name:

Counter:



Dilgar Mankhat Dreadnought

SPECS

Class: Capital Ship
In Service: 2224
Point Value: 800
Ramming Factor: 280
Jump Delay: 36 Turns

MANEUVERING

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

COMBAT STATS

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

WEAPON DATA

Heavy Bolter

Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Laser Cannon

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

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

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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

HANGAR

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

MISSILES

Rack #16

Rack #17

Rack #18

Rack #19

FORWARD HITS

1-4: Retro Thrust
5-6: Medium Bolter
7-8: Scatter-Pulsar
9-10: Medium Laser
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Heavy Bolter
7-9: Missile Rack
10-11: Scatter-Pulsar
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-10: Primary Structure
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

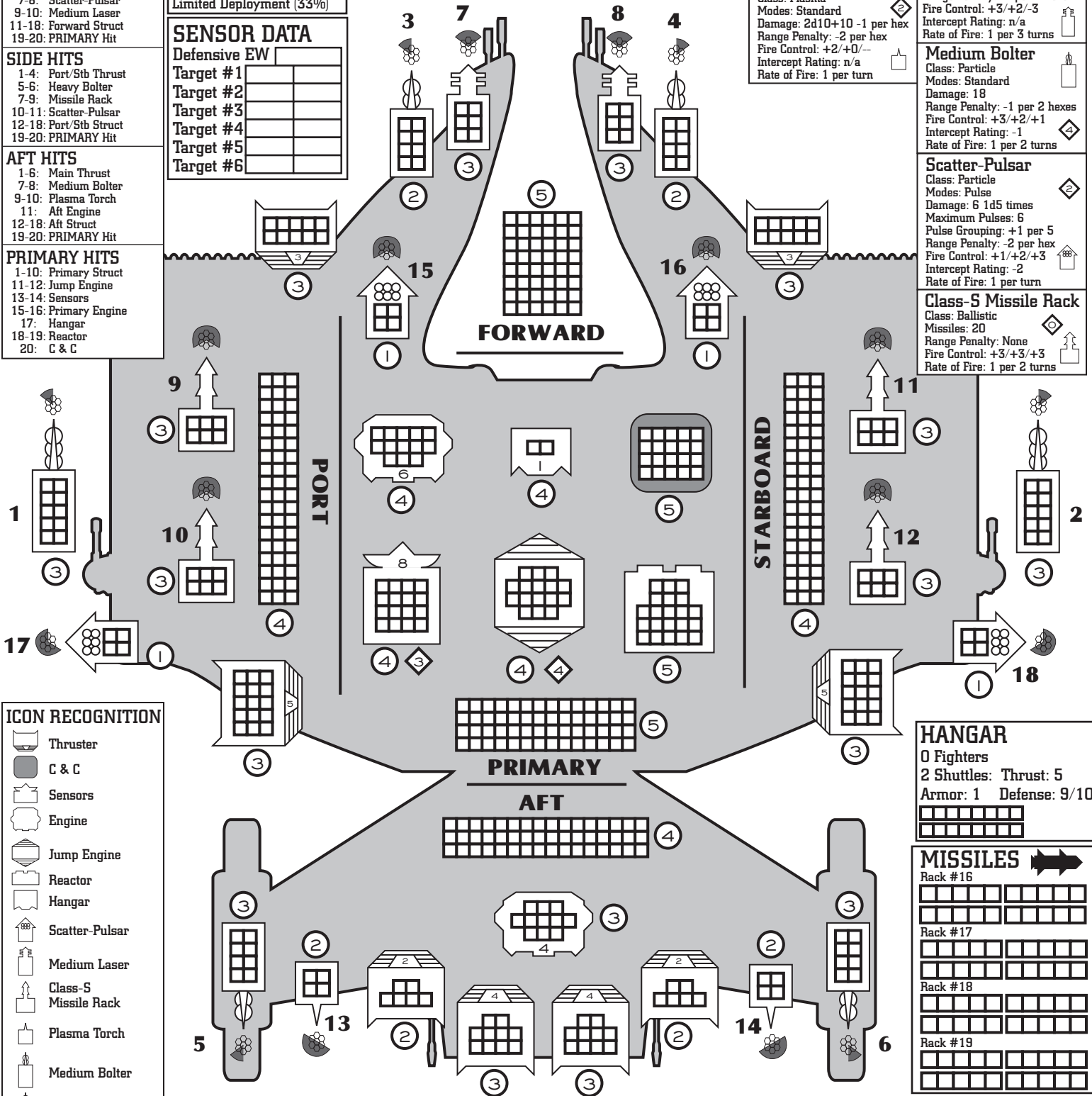
Target #2

Target #3

Target #4
Target #5

Target #5
Target #6

target #6



ICON RECOGNITION

