

# Dilgar Rohric-W Assault Ship

## SPECS

Class: Capital Ship  
In Service: 2232  
Point Value: 375  
Ramming Factor: 170  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +1

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

## HANGAR

6 Assault Shuttles  
2 Breaching Pods  
1 Shuttle: Thrust: 5  
Armor: 1 Defense: 9/10

## WEAPON DATA

**Class-S Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

## Bomb Rack

Class: Ballistic  
Bombs/Missiles: 8  
Range Penalty: None  
Fire Control: +3/+2/+1  
Rate of Fire: 1 per 2 turns

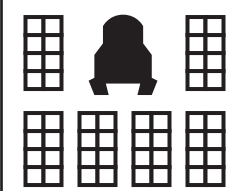
## Scatter-Pulsar

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

## OLGATA-CLASS

### ASSAULT SHUTTLE

Cost: 30 Defense: 10/10  
Thrust: 8 Offense: +3  
Armor: 3 Initiative: +9  
1 Light Bolt Cannon  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+4  
Fighter Firing Arc:



## FORWARD HITS

1-4: Retro Thrust  
5-6: Missile Rack  
7-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Scatter-Pulsar  
8-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

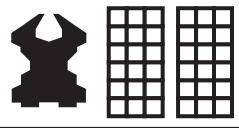
1-6: Main Thrust  
7-8: Bomb Rack  
9: Aft Engine  
10-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## DILGAR JORTAVA BREACHING POD

Cost: 40 Defense: 9/10  
Thrust: 7 Offense: +0  
Armor: 3 Initiative: +9  
No Weapons



## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

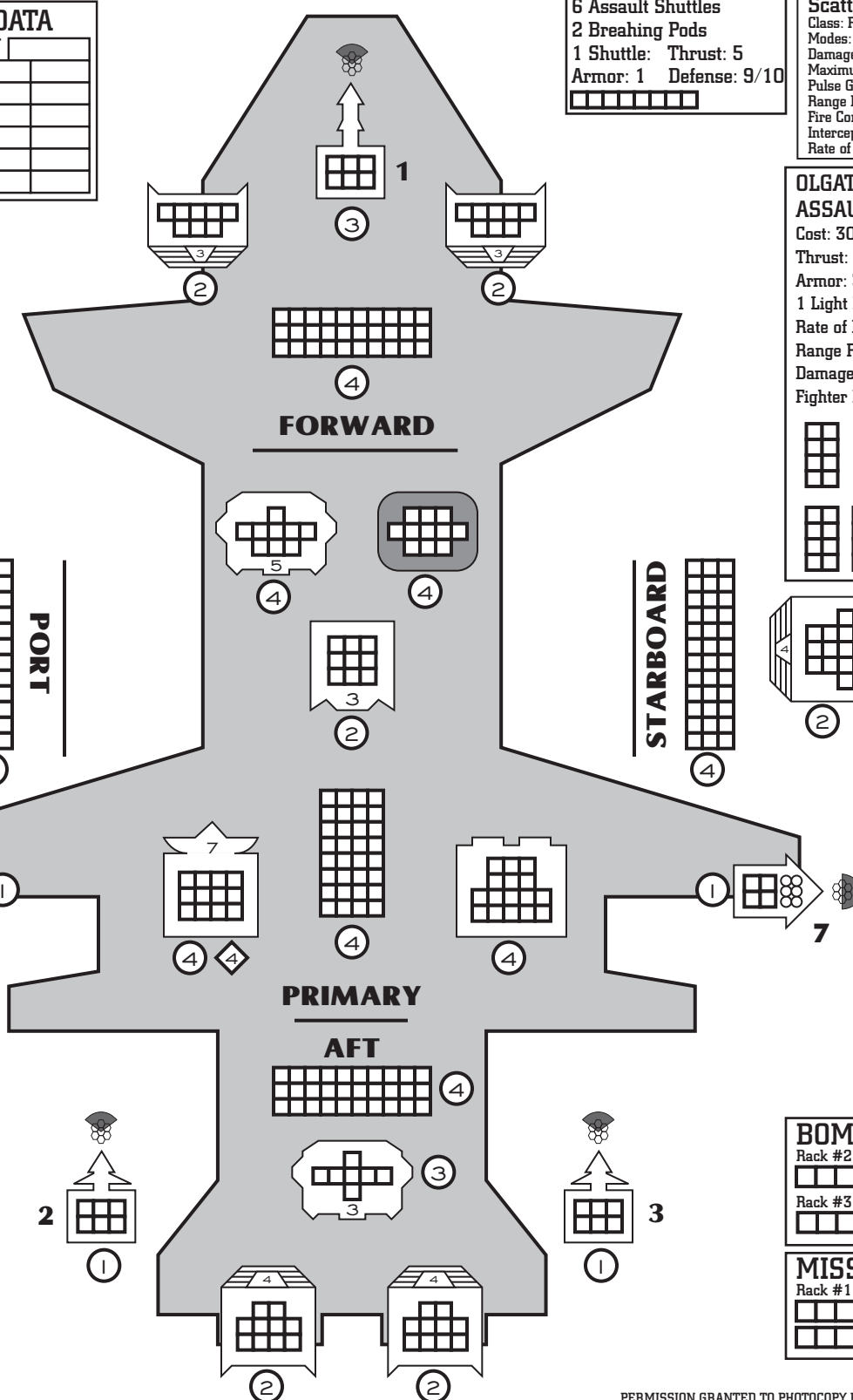
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack
- Bomb Rack
- Scatter-Pulsar

## BOMBS

Rack #2  
Rack #3

MISSILES  
Rack #1