



Dilgar Tarthikur Shield Cruiser

SPECS

Class: Capital Ship
In Service: 2232
Point Value: 780
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x 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: 15 (13)
Stb/Port Defense: 17 (15)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Heavy Laser Cannon
Class: Laser
Mode: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Quad Pulsar

Class: Particle
Modes: Pulse
Damage: 14 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-1
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

Point Pulsar

Class: Particle
Modes: Pulse
Damage: 10 3 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-4
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shield
7-8: Quad Pulsar
9-11: Medium Bolter
12-13: Point Pulsar
14-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Heavy Laser
8-9: Missile Rack
10-11: Scatter-Pulsar
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Medium Bolter
11: Aft Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Shield Generator
11-12: Sensors
13-14: Primary Engine
15-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target #1

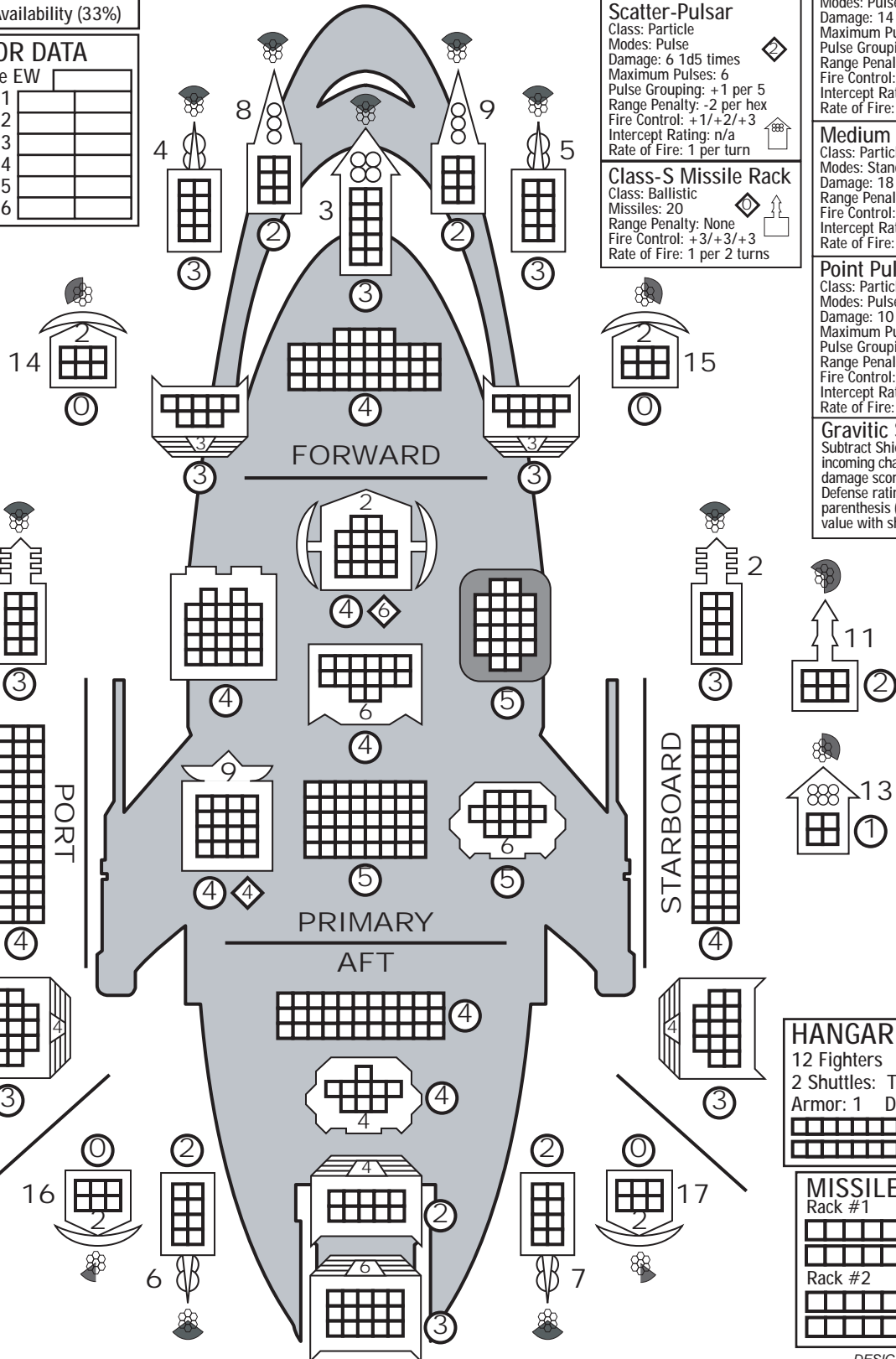
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Gravitic Shield
- Heavy Laser Cannon
- Quad Pulsar
- Medium Bolter
- Point Pulsar
- Scatter-Pulsar
- Class-S Missile Rack

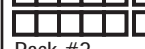
HANGAR

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



MISSILES

Rack #1



Rack #2

