







Dilgar Tarthikur-X Advanced Cruiser

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 15 (12)					
In Service: 2232		Turn Delay: 1 x Speed						Stb/Port Defense: 17 (14)					
Point Value: 930		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 4/1					
Ramming Factor: 200		Pivot Cost: 3+3 Thrust						Power Shortage: -6					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						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	
Spinal Laser Class: Laser Modes: R, S Damage: 6d10+40 Range Penalty: -1 per 5 hexes Fire Control: +4/+2/- Intercept Rating: n/a Rate of Fire: 1 per 5 turns	
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	
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	
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
7-9:	Spinal Laser
10-11:	Heavy Bolter
12-13:	Scatter-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: Heavy Bolter
11: Aft Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

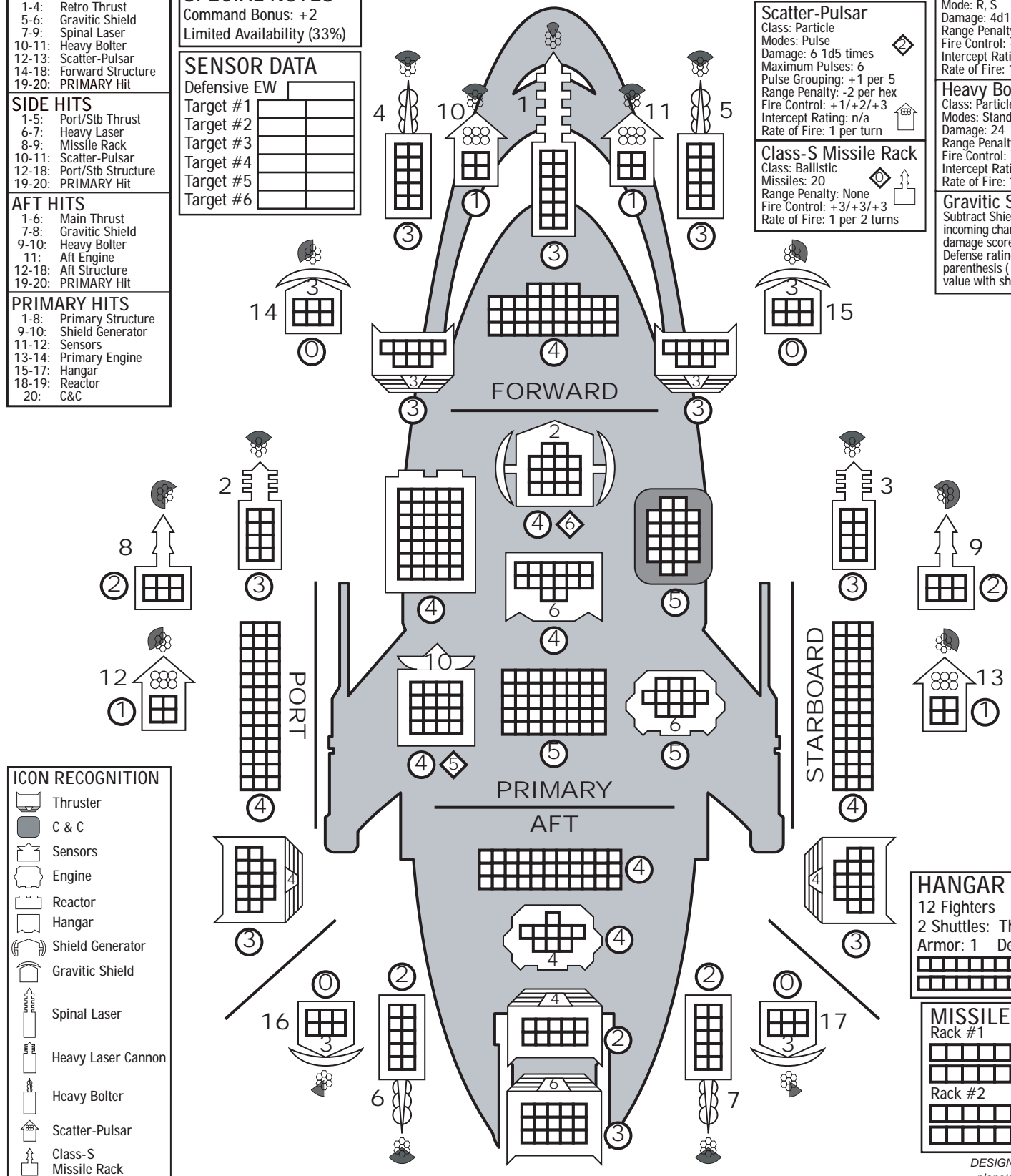
- 1-8: Primary Structure
- 9-10: Shield Generator
- 11-12: Sensors
- 13-14: Primary Engine
- 15-17: Hangar
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES














Command Bonus: +2
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
-  Spinal Laser
-  Heavy Laser Cannon
-  Heavy Bolter
-  Scatter-Pulsar
-  Class-S Missile Rack

HANGAR

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

MISSILES

Rack #1

Rack #2