



# Dilgar Wahant Heavy Assault Ship

## SPECS

Class: Capital Ship  
In Service: 2212  
Point Value: 475  
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  
Stb/Port Defense: 16  
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

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Class-S Missile Rack

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

## Light Bolter

Class: Particle  
Modes: Standard  
Damage: 12  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-6: Missile Rack  
7-9: Med. Plasma Cannon  
10-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Light Bolter  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Missile Rack  
9-10: Light Bolter  
11: Aft Engine  
12-18: 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

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

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

