



Dilgar Abrithi-B Light Carrier

SPECS

Class: Capital Ship
In Service: 2231
Point Value: 450
Ramming Factor: 170
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 2/3 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: 2/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

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

Plasma Torch

Class: Plasma
Modes: Standard
Damage: 2d10+10 -1 per hex
Range Penalty: -2 per hex
Fire Control: +2/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

FORWARD HITS

1-4: Retro Thrust
5-6: Medium Laser
7-8: Scatter-Pulsar
9-18: 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: Plasma Torch
9: Aft Engine
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Sensors
13-14: Primary Engine
15-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

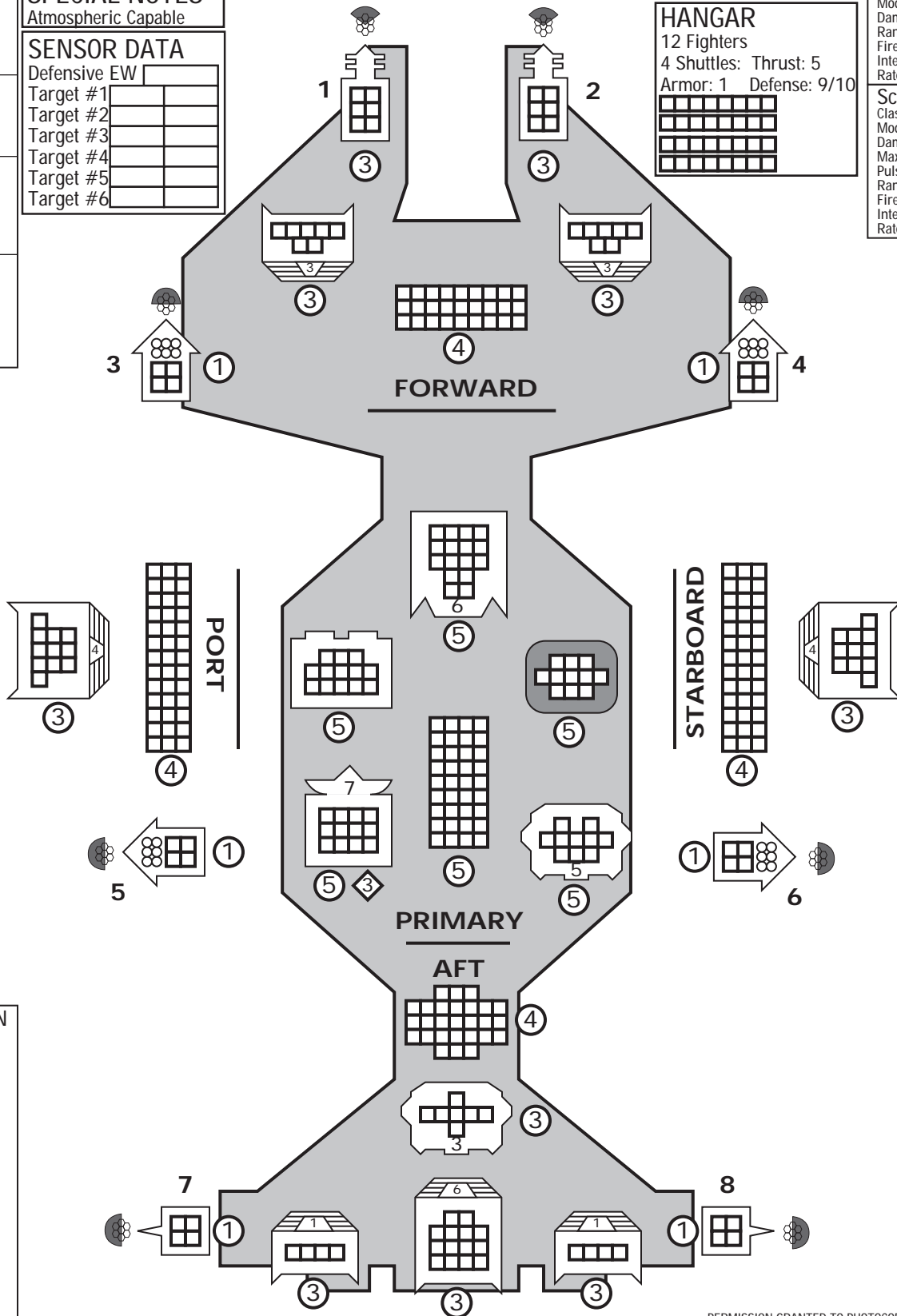
Target #6

HANGAR

12 Fighters

4 Shuttles: Thrust: 5

Armor: 1 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Laser
- Scatter-Pulsar
- Plasma Torch