

# Dalhorth Dreadnought

## SPECS

Class: Capital Ship  
In Service: 2032  
Point Value: 480  
Ramming Factor: 180  
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: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
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

## FORWARD HITS

1-6: Retro Thrust  
7-10: Basic Coilgun  
11-12: Shatter Gun  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Med Chemical Laser  
7-8: Heavy Gas Gun  
9-10: Shatter Gun  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Catapult  
9-10: Lt Chemical Laser  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-13: Sensors  
14-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## SPECIAL NOTES

Restricted Deployment (10%)  
Before Year 2098

## MAIN HANGAR

2 Cutters (*On Catapults*)

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/11

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## WEAPON DATA

### Basic Coilgun

Class: Projectile  
Mode: Standard (No Overkill)  
Damage: 2d10+5  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Med Chemical Laser

Class: Laser  
Mode: R (8)  
Damage: 3d10+4  
Range Penalty: -2 per 3 hexes  
Fire Control: +2/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Lt Chemical Laser

Class: Laser  
Mode: R (8)  
Damage: 2d10+2  
Range Penalty: -1 hex  
Fire Control: +1/+1/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Heavy Gas Gun

Class: Projectile  
Mode: Standard  
Damage: 1d10+12  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+0  
Intercept Rating: -1 (Ballistic)  
Rate of Fire: 1 per 2 turns

### Shatter Gun

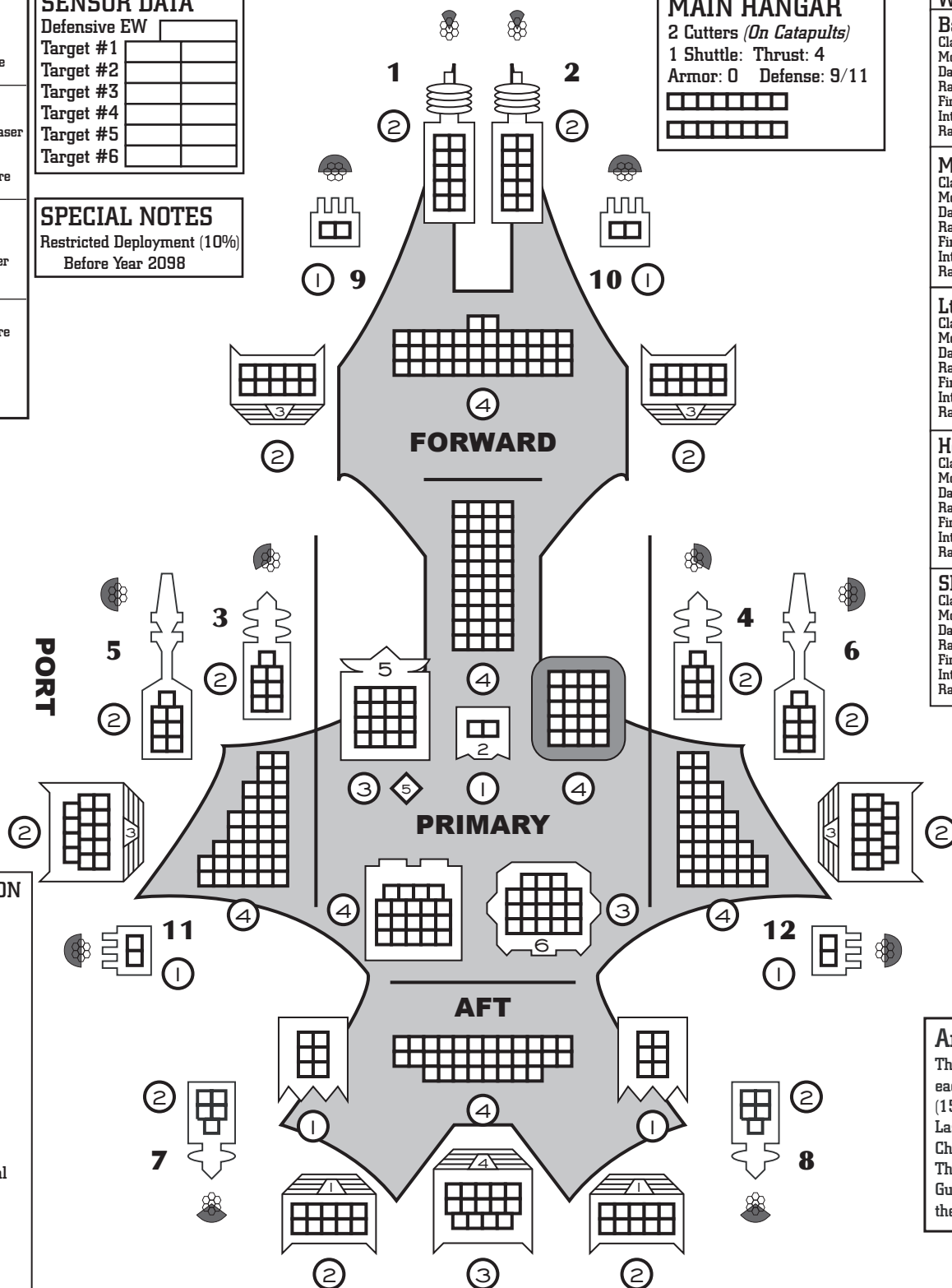
Class: Projectile  
Mode: Standard  
Damage: 1d3, 1d10 times  
Range Penalty: -4 per hex  
Fire Control: +0/+0/+1  
Intercept Rating: -1 (-3 Ballistic)  
Rate of Fire: 1 per turn

## Ammunition

The Dreadnought has two each of Heavy Gas Guns (15), Medium Chemical Lasers (16), and Light Chemical Lasers (24). There are four Shatter Guns (20). Space prevents the usual check-off boxes.

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Catapult
- Basic Coilgun
- Medium Chemical Laser
- Light Chemical Laser
- Heavy Gas Gun
- Shatter Gun



STARBOARD