

INIT

SPEED

Name:

Counter:

Dalasin Class Interception Carrier

Jun-ila

SPECS

MANEUVERING

COMBAT STATS

Class: Capital Ship

In Service:

Point Value: 500

Ramming Factor:

Hyper Delay: 10 Turns

Turn Cost: 1 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 2 Thrust

Pivot Cost: 4+4 Thrust

Roll Cost: 2+2 Thrust

Fwd/Aft Defense: 13

Stb/Port Defense: 15

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: 0

Speed

Turn Cost

Turn Delay

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

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INTENT

WEAPON DATA

Medium Blast Laser

Class: Laser

Mode: Standard

Damage: 2d10+10

Range Penalty: -1 per 3 Hexes

Fire Control: +3/+1/-1

Intercept Rating: n/a

Rate of Fire: 1 per 2 turns

Point Defense Laser

Class: Laser

Mode: Standard

Damage: 1d10+4

Range Penalty: -1 per 2 Hexes

Fire Control: +0/+2/+6

Intercept Rating: -4

Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust

5-8: Medium Blast Laser

9-11: Point Def Laser

12-18: Forward Struct

19-20: Primary Hit

SIDE HITS

1-4: Port/Stb Thrust

5-7: Point Def Laser

8-11: Side Hangar

12-18: Structure

19-20: Critical Hit

AFT HITS

1-6: Main Thrust

7-8: Medium Blast Laser

9-10: Point Def Laser

11-18: Structure

19-20: Critical Hit

PRIMARY HITS

1-8: Primary Struct

9-10: Hyperfield Drive

11-14: Sensors

15-16: Engine

17: Hangar

18-19: Reactor

20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

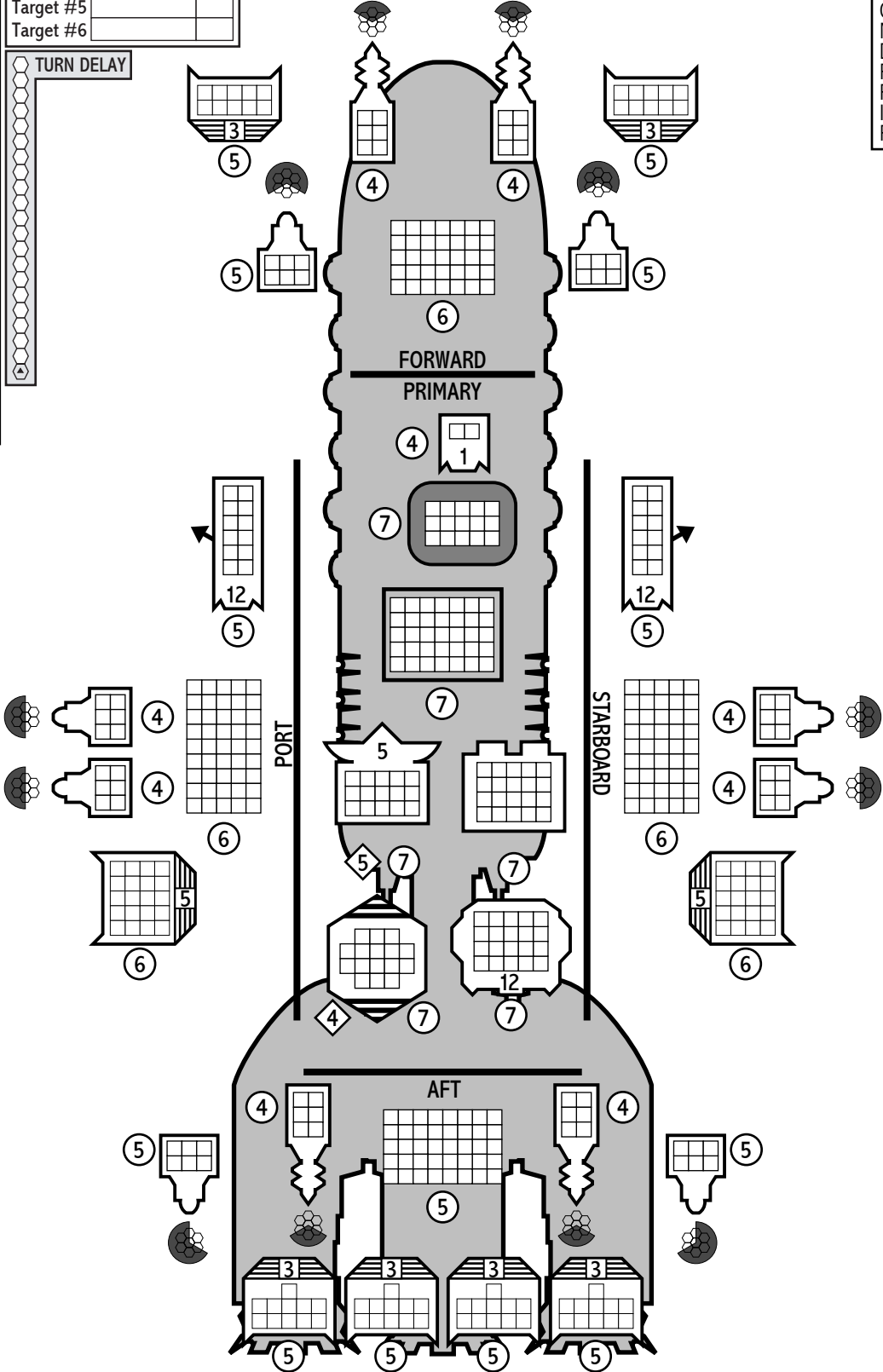
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

C&C

Sensors

Reactor

Engine

Hangar

Hyperfield Drive

Thruster

Medium Blast Laser

Point Defense Laser

MAIN HANGAR

2 Shuttles: Thrust: 5

Armor: 1 Defense: 8/12

SIDE HANGARS

12 Fighters Each