



Dilgar Ni'Tratha - D Command Cruiser

SPECS

Class: Capital Ship
 In Service: 2230
 Point Value: 545
 Ramming Factor: 210
 Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 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: 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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Quad Pulsar
 Class: Particle
 Modes: Pulse
 Damage: 14 1d3 times
 Maximum Pulses: 4
 Pulse Grouping: +1 per 5
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Point Pulsar
 Class: Particle
 Modes: Pulse
 Damage: 10 3 times
 Number of Pulses: Always 3
 Pulse Grouping: n/a
 Range Penalty: -1 per 2 hexes
 Fire Control: +5/+3/-4
 Intercept Rating: -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

HANGAR

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



FORWARD HITS

1-4: Retro Thrust
 5-6: Quad Pulsar
 7-8: Lt Bolter
 9-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-6: Point Pulsar
 7-9: Lt Bolter
 10-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Lt Bolter
 9-10: Aft Engine
 11-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
 11-12: Jump Engine
 13-14: Sensors
 15-16: Primary Engine
 17: Hangar
 18-19: Reactor
 20: C & C

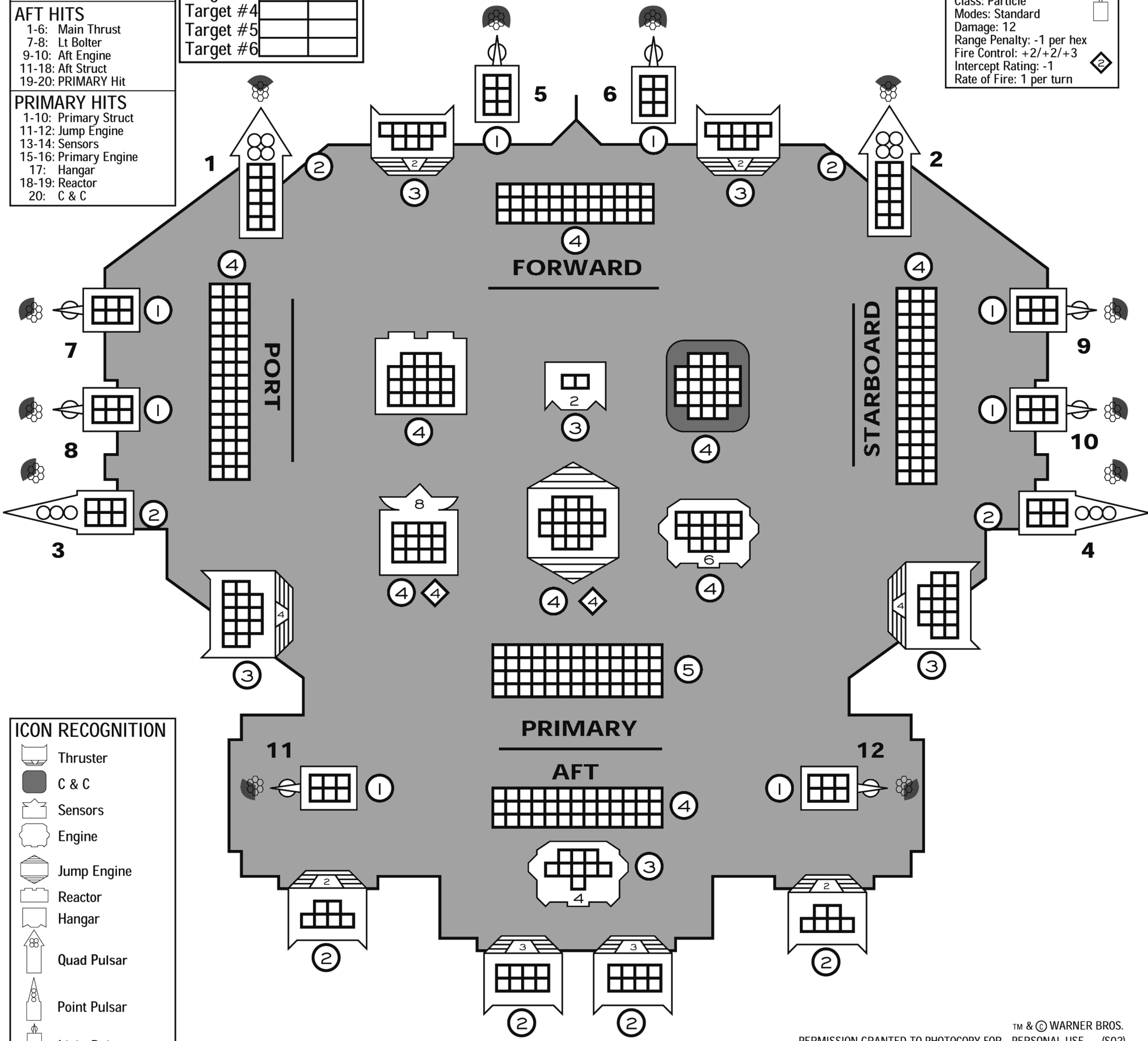
SPECIAL NOTES

Command Bonus +2
 Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Quad Pulsar
- Point Pulsar
- Light Bolter