



# Dilgar Targath-V Long Range Explorer

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2227	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 625	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 200	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 2+2 Thrust	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	
Medium Laser Cannon	
Class: Laser	
Modes: 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	
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: n/a	⬠
Rate of Fire: 1 per turn	

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Medium Laser
7-8:	Scatter-Pulsar
9-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-5:	Port/Stb Thrust
6-8:	Cargo
9-10:	Scatter-Pulsar
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-8:	Scatter-Pulsar
9:	Aft Engine
10-18:	Aft Structure
19-20:	PRIMARY Hit

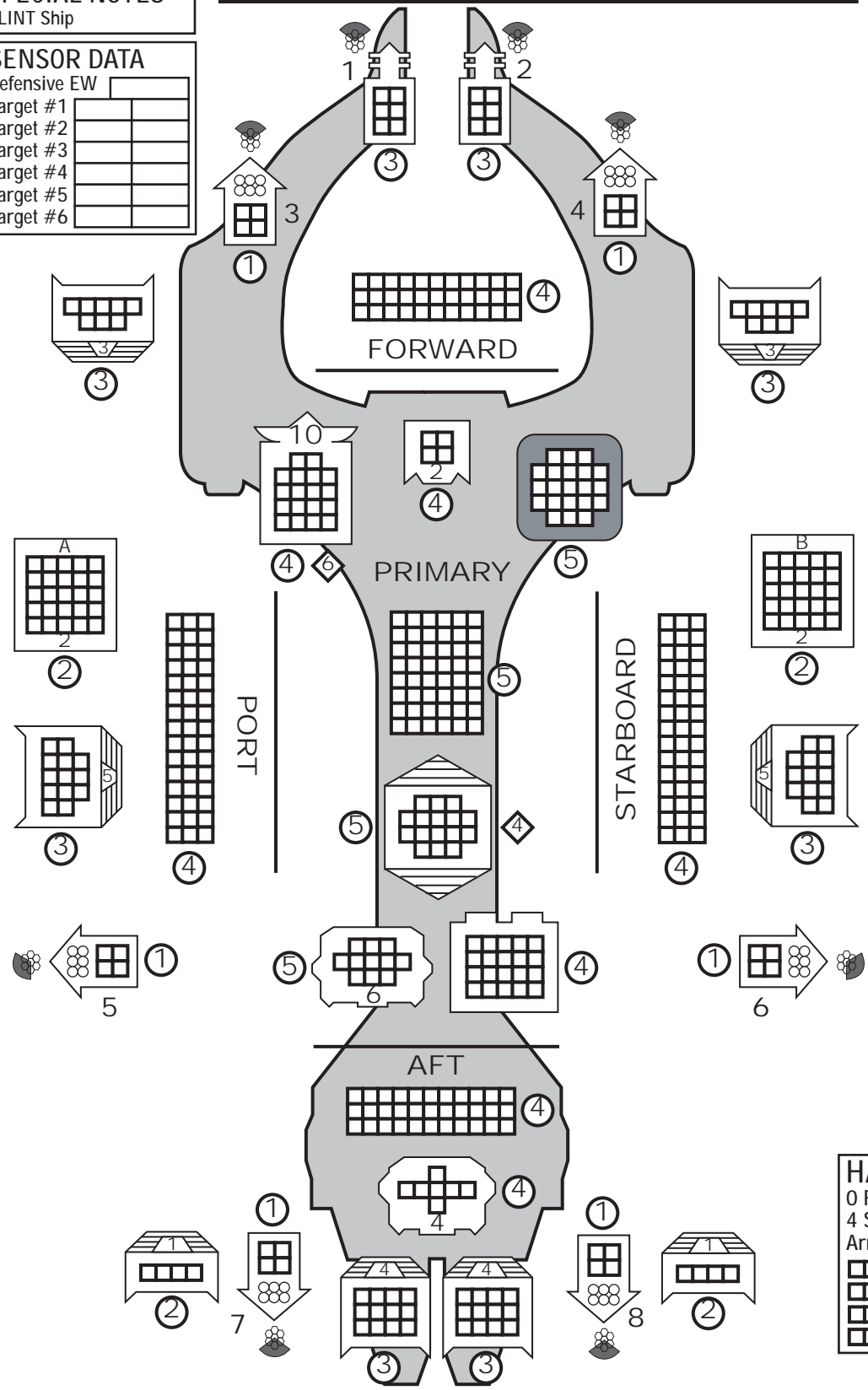
  

PRIMARY HITS	
1-8:	Primary Structure
9-10:	Jump Engine
11-13:	Sensors
14-15:	Primary Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
ELINT Ship	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	Cargo
	Medium Laser Cannon
	Scatter Pulsar

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