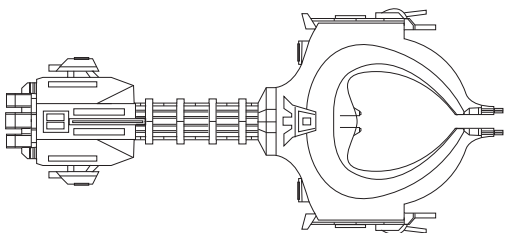




Dilgar Nishatur Battlecruiser



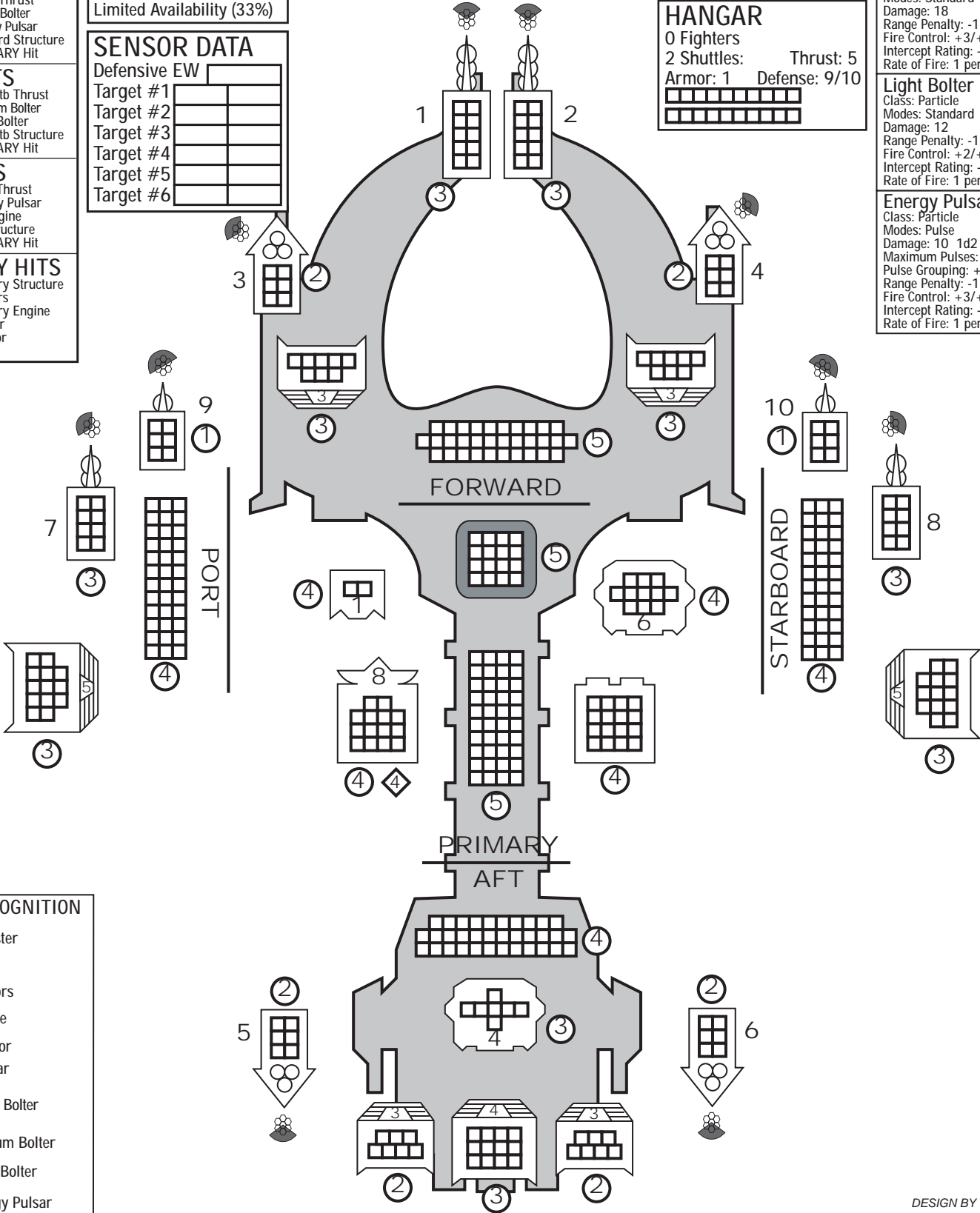
SPECS Class: Capital Ship In Service: Point Value: Ramming Factor: 190 Jump Delay: N/A	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +2
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Heavy Bolter Class: Particle Modes: Standard Damage: 24 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/-1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Medium Bolter Class: Particle Modes: Standard Damage: 18 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+1 Intercept Rating: -1 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
Energy Pulsar Class: Particle Modes: Pulse Damage: 10 1d2 times Maximum Pulses: 3 Pulse Grouping: +1 per 5 Range Penalty: -1 per hex Fire Control: +3/+2/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turns

FORWARD HITS 1-4: Retro Thrust 5-7: Heavy Bolter 8-9: Energy Pulsar 10-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-5: Port/Stb Thrust 6-7: Medium Bolter 8-10: Light Bolter 11-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7-8: Energy Pulsar 9: Aft Engine 10-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-10: Primary Structure 11-12: Sensors 13-15: Primary Engine 16-17: Hangar 18-19: Reactor 20: C&C

SPECIAL NOTES Limited Availability (33%)
SENSOR DATA Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Heavy Bolter
	Medium Bolter
	Light Bolter
	Energy Pulsar