

Version 1: 2E/DW

Name: _____ Counter: _____



Dilgar Mishakur Dreadnought

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2227	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 975	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 310	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 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

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
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
Medium Laser Cannon	Class: Laser Mode: 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: -2 Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Heavy Bolter
7-8: Scatter-Pulsar
9-10: Medium Laser
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Heavy Bolter
7-8: Quad Pulsar
9: Plasma Torch
10: Missile Rack
11: Scatter-Pulsar
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Heavy Bolter
9-10: Scatter-Pulsar
11: Aft Engine
12-18: Aft Struct
19-20: PRIMARY Hit

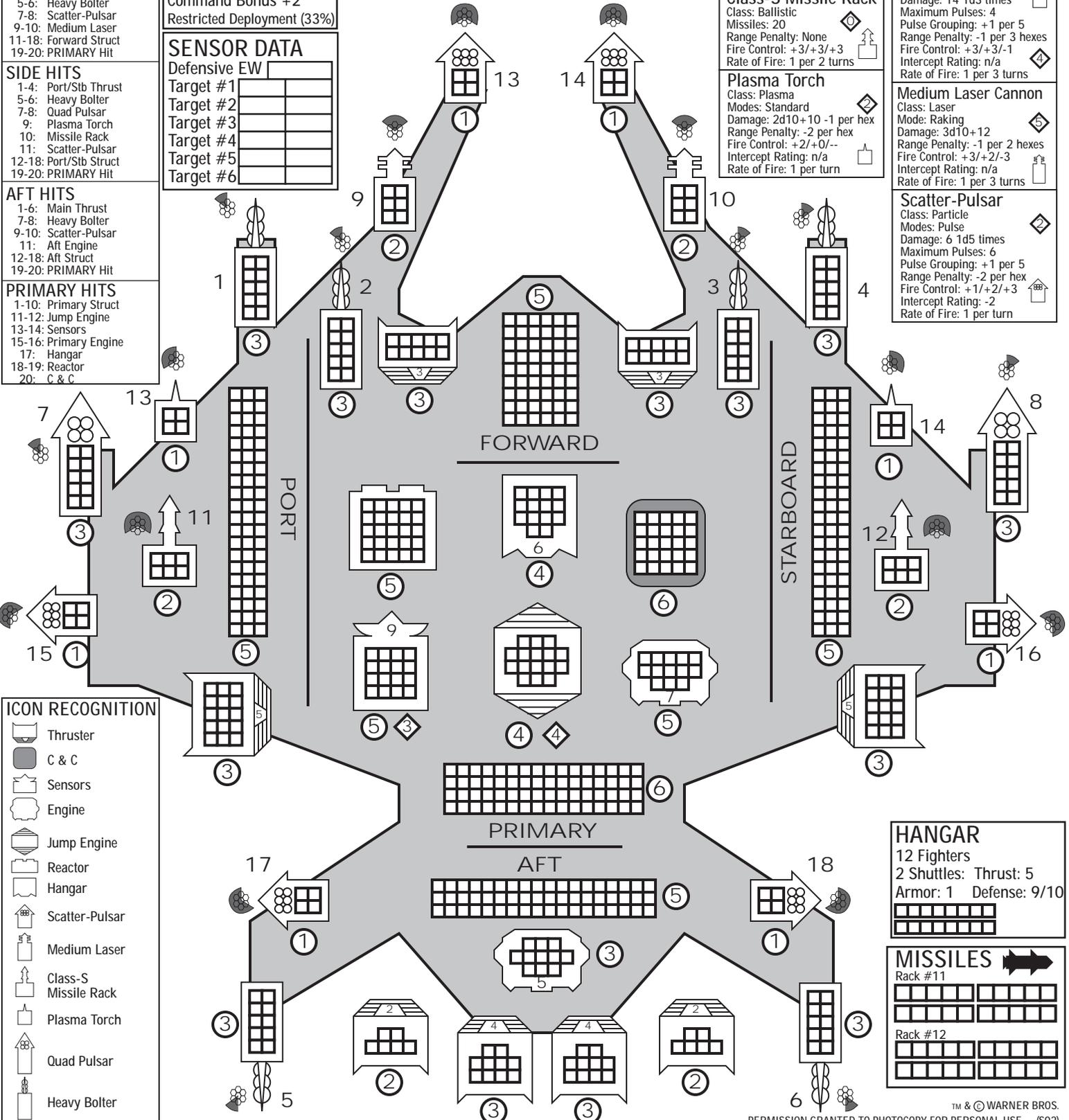
PRIMARY HITS
1-10: Primary Struct
11-12: Jump Engine
13-14: Sensors
15-16: Primary Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES	
Command Bonus +2	
Restricted Deployment (33%)	

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

Class-S Missile Rack	
Class: Ballistic	
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	

Plasma Torch	
Class: Plasma	
Modes: Standard	
Damage: 2d10+10 -1 per hex	
Range Penalty: -2 per hex	
Fire Control: +2/+0/--	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Scatter-Pulsar
	Medium Laser
	Class-S Missile Rack
	Plasma Torch
	Quad Pulsar
	Heavy Bolter

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

MISSILES	
Rack #11	
Rack #12	