Dilgar Imperium | **2224-2232**

Mishakur-class Dreadnought

Turns: 1/45° Hull: 6
Speed: 8 Troops: 8
Special: Command 1, Jump Point, Shuttles 2

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Mishakur-class Dreadnought

Weapon	Arc	Range	AD	Special
Disruptor Torpedoes	F	20	6	AP, DD, Slow-Loading
Heavy Bolters	F	15	12	AP, Double Damage
Mass Drivers	F	10	10	AP, MD, SL, TD
Mass Drivers	F	10	10	AP, MD, SL, TD
Pulsars	F	10	12	
Light Pulsars	F	8	6	
Light Pulsars	P	8	6	
Light Pulsars	S	8	6	
Heavy Bolters	A	15	6	AP, Double Damage
Light Pulsars	A	8	6	

Damage: 45 / 6

Crew: 52 / 8

Dilgar Imperium | **2224-2232**

Mishakur-class Dreadnought

Turns: 1/45° Hull: 6
Speed: 8 Troops: 8
Special: Command 1, Jump Point, Shuttles 2

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Mishakur-class Dreadnought

Weapon	Arc	Range	AD	Special
Disruptor Torpedoes	F	20	6	AP, DD, Slow-Loading
Heavy Bolters	F	15	12	AP, Double Damage
Mass Drivers	F	10	10	AP, MD, SL, TD
Mass Drivers	F	10	10	AP, MD, SL, TD
Pulsars	F	10	12	
Light Pulsars	F	8	6	
Light Pulsars	P	8	6	
Light Pulsars	S	8	6	
Heavy Bolters	A	15	6	AP, Double Damage
Light Pulsars	A	8	6	

Damage: 45 / 6

Crew: 52 / 8

Dilgar Imperium | **2224-2232**

Mishakur-class Dreadnought

Turns: 1/45° Hull: 6
Speed: 8 Troops: 8
Special: Command 1, Jump Point, Shuttles 2

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Mishakur-class Dreadnought

Weapon	Arc	Range	AD	Special
Disruptor Torpedoes	F	20	6	AP, DD, Slow-Loading
Heavy Bolters	F	15	12	AP, Double Damage
Mass Drivers	F	10	10	AP, MD, SL, TD
Mass Drivers	F	10	10	AP, MD, SL, TD
Pulsars	F	10	12	
Light Pulsars	F	8	6	
Light Pulsars	P	8	6	
Light Pulsars	S	8	6	
Heavy Bolters	A	15	6	AP, Double Damage
Light Pulsars	A	8	6	

Damage: 45 / 6

Crew: 52 / 8

Dilgar Imperium | **2224-2232**

Mishakur-class Dreadnought

Turns: 1/45° Hull: 6
Speed: 8 Troops: 8
Special: Command 1, Jump Point, Shuttles 2

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Mishakur-class Dreadnought

Weapon	Arc	Range	AD	Special
Disruptor Torpedoes	F	20	6	AP, DD, Slow-Loading
Heavy Bolters	F	15	12	AP, Double Damage
Mass Drivers	F	10	10	AP, MD, SL, TD
Mass Drivers	F	10	10	AP, MD, SL, TD
Pulsars	F	10	12	
Light Pulsars	F	8	6	
Light Pulsars	P	8	6	
Light Pulsars	S	8	6	
Heavy Bolters	A	15	6	AP, Double Damage
Light Pulsars	A	8	6	

Damage: 45 / 6

Crew: 52 / 8