

Jashakar Variant (Uncommon)

Version 1: 2E/V3

Name: _____

Counter: _____



Dilgar Jashakar-P Pulsar Frigate

SPECS

Class: Medium Ship
In Service: 2231
Point Value: 425
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +4
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters

1 Shuttle: Thrust: 5

Armor: 1 Defense: 9/10



WEAPON DATA

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

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

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

FORWARD HITS

1-4: Retro Thrust
5-6: Energy Pulsar
7-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Light Bolter
9-10: Scatter-Pulsar
11: Aft Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Port/Stb Scatter-Pulsar
11-13: Sensors
14-15: Primary Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

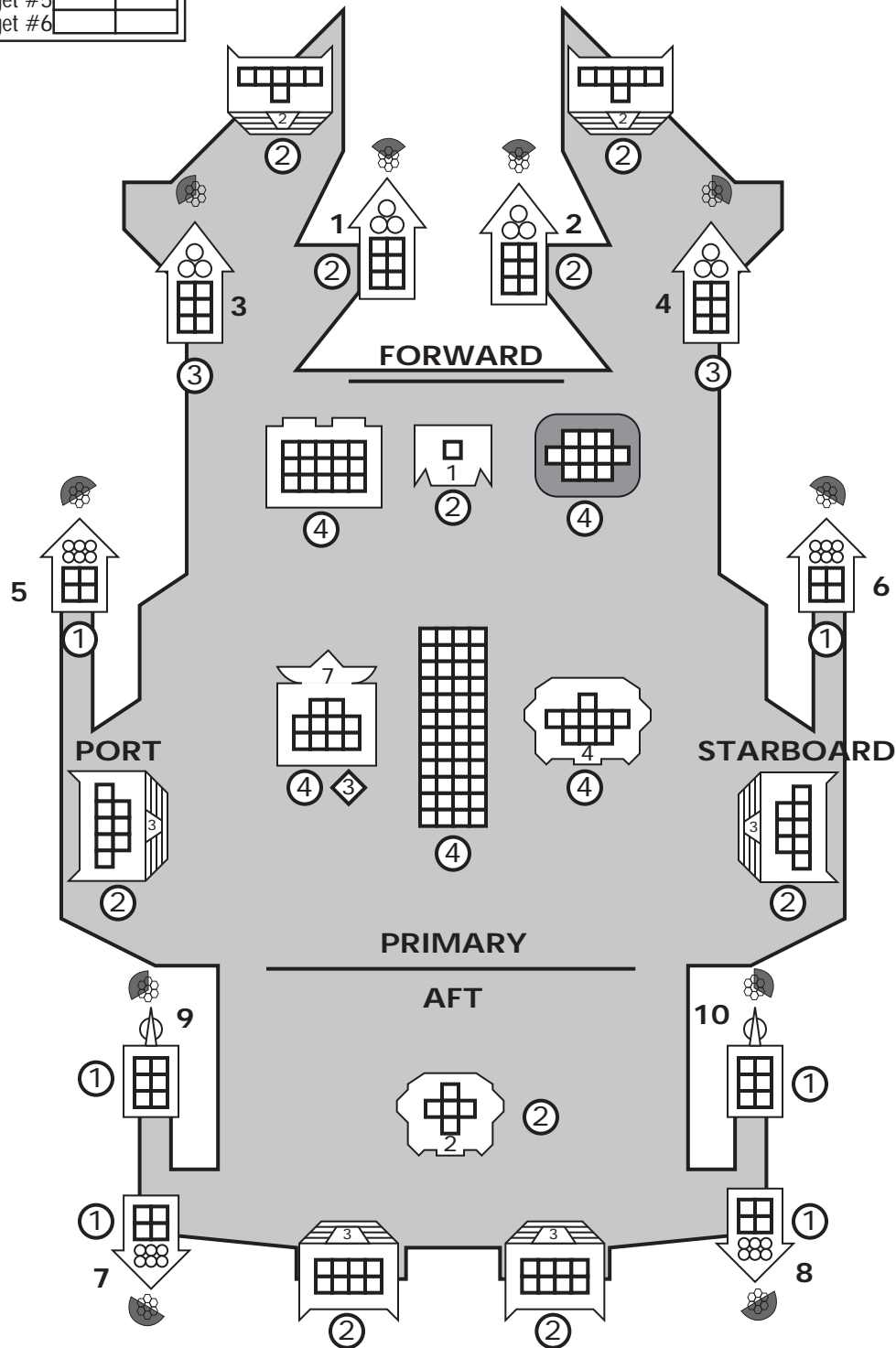
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Energy Pulsar
- Scatter-Pulsar
- Light Bolter