



EA Pulsar Class Dreadnought (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2250
Point Value: 1200
Ramming Factor: 380
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16 (12)
Stb/Port Defense: 18 (14)
Engine Efficiency: 3/1
Extra Power: 0
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

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

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS 1-3:Retro Thrust 4-6:Heavy Plasma 7-11:Pulse/laser array 11-13:Interceptor 13-18: Forward Struct 19-20:PRIMARY Hit
SIDE HITS 1-4:Port/Stb Thrust 5-9:Particle Beam 10-12:Interceptor 13-18:Port/Stb Struct 19-20:PRIMARY Hit
AFT HITS 1-6:Main Thrust 7-9:Heavy Laser 10-12:Interceptor 13-18:Aft Struct 19-20:PRIMARY Hit
PRIMARY HITS 1-8:Primary Struct 9-10:Jump Engine 11-14:Sensors 15-16:Engine 17-18:Hangar 19:Reactor 20:C & C

ALL P-BEAMS

FORWARD

STARBOARD

ALL P-BEAMS

PRIMARY

AFT

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Heavy Laser Cannon
- Heavy Pulse Cannon
- Interceptor

Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

HANGAR	
24 Fighters	
2 Shuttles: Thrust: 3	
Armor: 1	Defense: 8/10

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