



## EA Pulsar Class Dreadnought (Beta Model)



### SPECS

Class: Capital Ship  
In Service: 2256  
Point Value:  
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

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.

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

Heavy Laser Cannon  
Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

Heavy Pulse Cannon  
Class: Particle  
Mode: Pulse  
Damage: 15 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/-1  
Intercept Rating: -1  
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

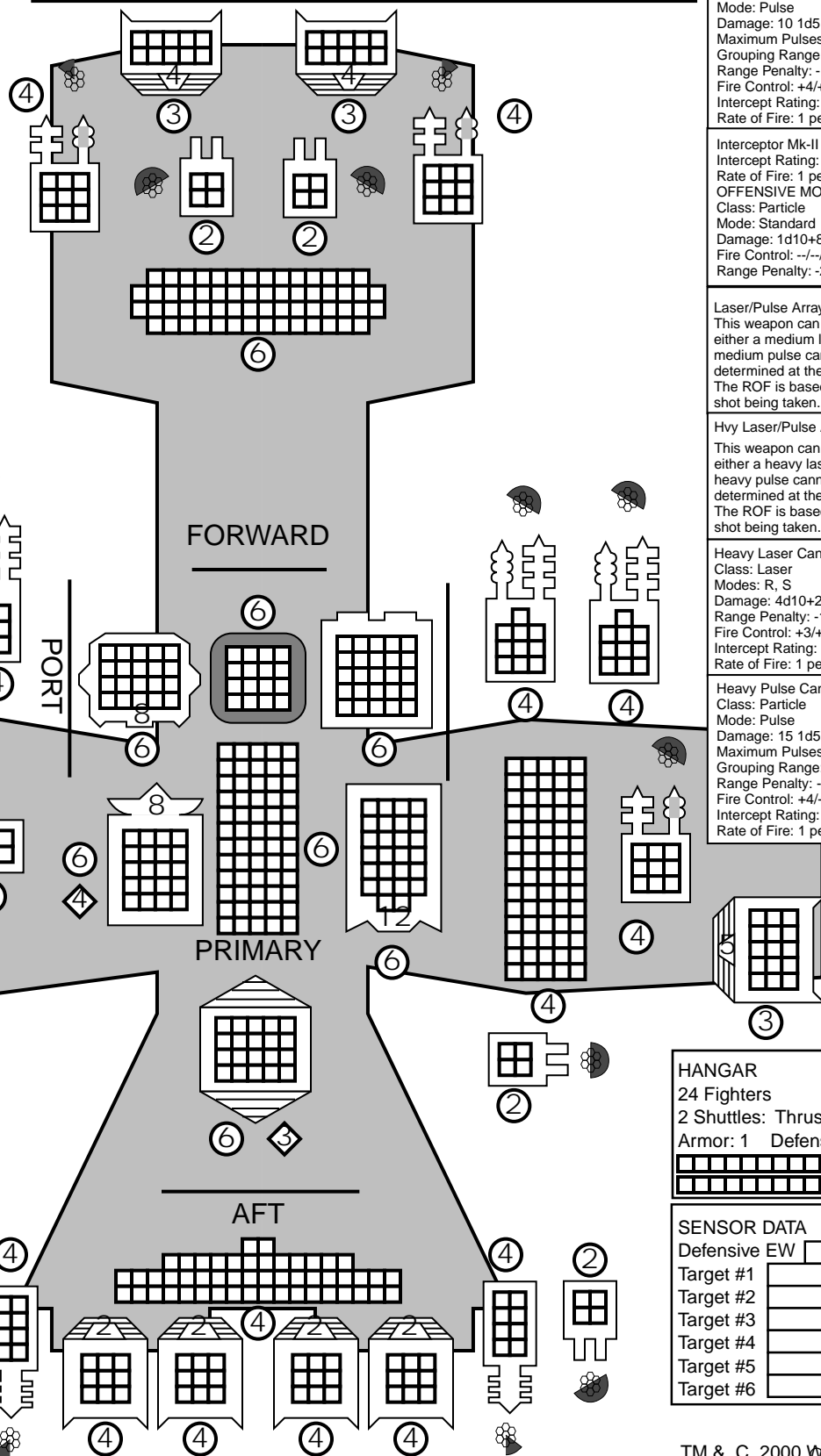
1-6:Main Thrust  
7-9:Heavy Laser  
10-12:Interceptor  
13-18:Aft Struct  
19-20:PRIMARY Hit

### PRIMARY HITS

1-8:Primary Struct  
9-10:Jump Engine  
11-14:Sensors  
15-16:Engine  
17-18:Hangar  
19:Reactor  
20:C & C

### ICON RECOGNITION

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



### 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	