



Modrani Jaggari Battleship

SPECS

Class: Capital Ship
In Service: 2186
Point Value: 1500
Ramming Factor: 330
Jump Delay: 14 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15*
Stb/Port Defense: 18*
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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

WEAPON DATA

Laser Pike
Class: Laser
Mode: Piercing
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Medium Blast Laser

Class: Laser
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

Tachyon Pulser

Class: Tachyon
Mode: Pulse
Damage: 9 1d4 Times
Maximum Pulses: 4
Grouping Range: n/a
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Tachyon Torpedo

Class: Ballistic + Tachyon
Mode: Standard
Damage: 20
Range Penalty: None
Max Range: 30 hexes
Fire Control: +5/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Laser Pike
7-8: Tachyon Torpedo
9-10: Gatling Array
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Laser Pike
6-7: Medium Blast Laser
8-9: Tachyon Pulser
10: Gatling Array
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Medium Blast Laser
9-10: Tachyon Pulser
11-12: Gatling Array
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Jump Engine
10: Reload Rack
11: Tachyon Generator
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
Tachyon Distortion Field:
(Strength 4)

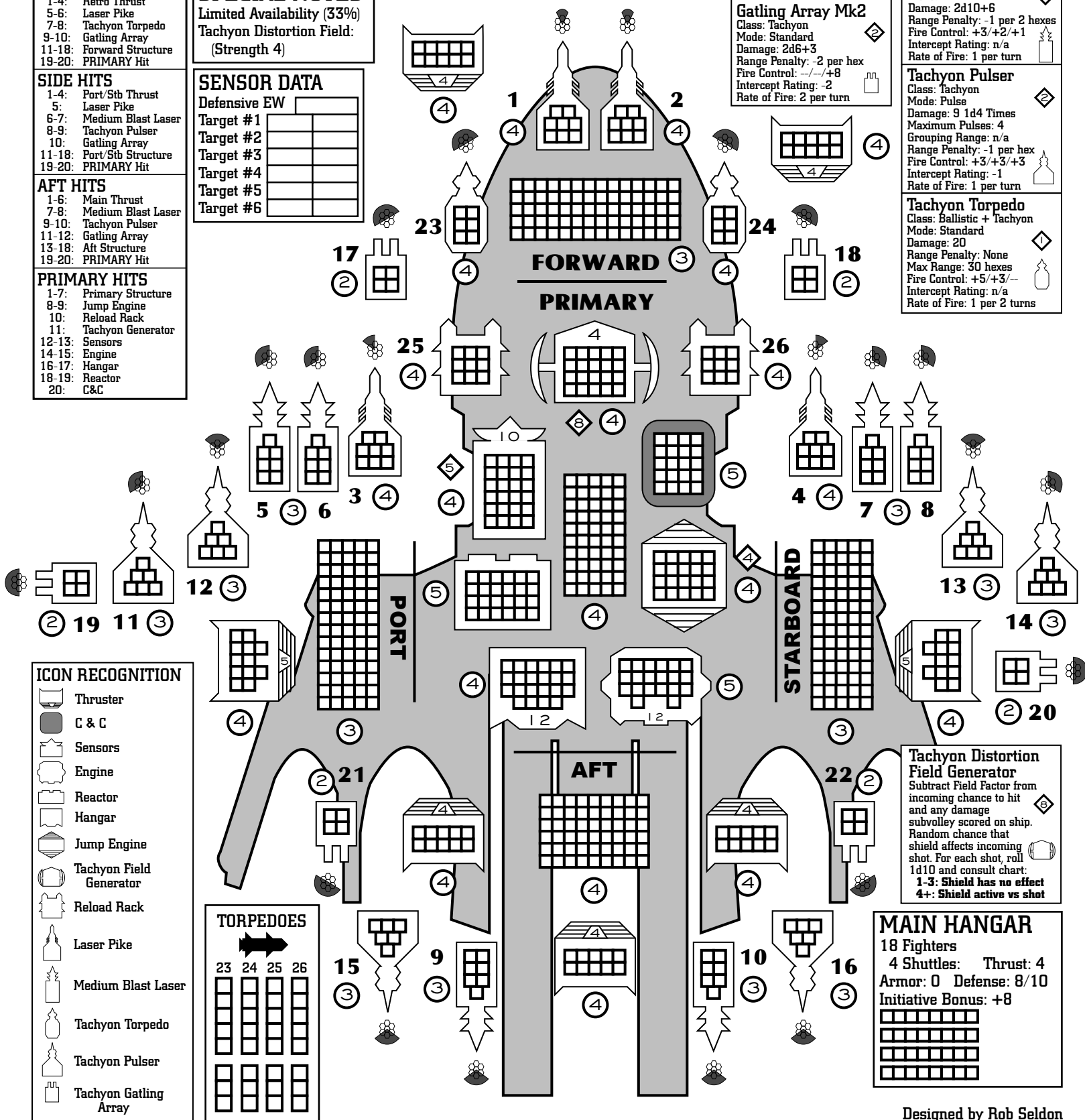
SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Gatling Array Mk2

Class: Tachyon
Mode: Standard
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: -/-/+8
Intercept Rating: -2
Rate of Fire: 2 per turn



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Tachyon Field Generator
- Reload Rack
- Laser Pike
- Medium Blast Laser
- Tachyon Torpedo
- Tachyon Pulser
- Tachyon Gatling Array

TORPEDOES

23	24	25	26

Tachyon Distortion Field Generator

Subtract Field Factor from incoming chance to hit and any damage subvolley scored on ship. Random chance that shield affects incoming shot. For each shot, roll 1d10 and consult chart:
1-3: Shield has no effect
4+: Shield active vs shot

MAIN HANGAR

18 Fighters
4 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10
Initiative Bonus: +8