

Imperial Strike Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: --
Point Value: 1075
Ramming Factor: 190
Hyper Cost: 14 Power

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Sth/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +5

WEAPON DATA

Ion Cannon
Class: Ion
Mode: Standard
Damage: 4/+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-2
Interception Rating: n/a
Rate of Fire: 1 per turn

Turbolaser Turret

Class: Laser
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Twin Turbolaser
7-8: Hangar
10: Ion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Twin Turbolaser
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Port/Sth Thrust
10-11: Hyperdrive
12-13: Sensors
14-15: Engine
16-17: Shield Generator
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

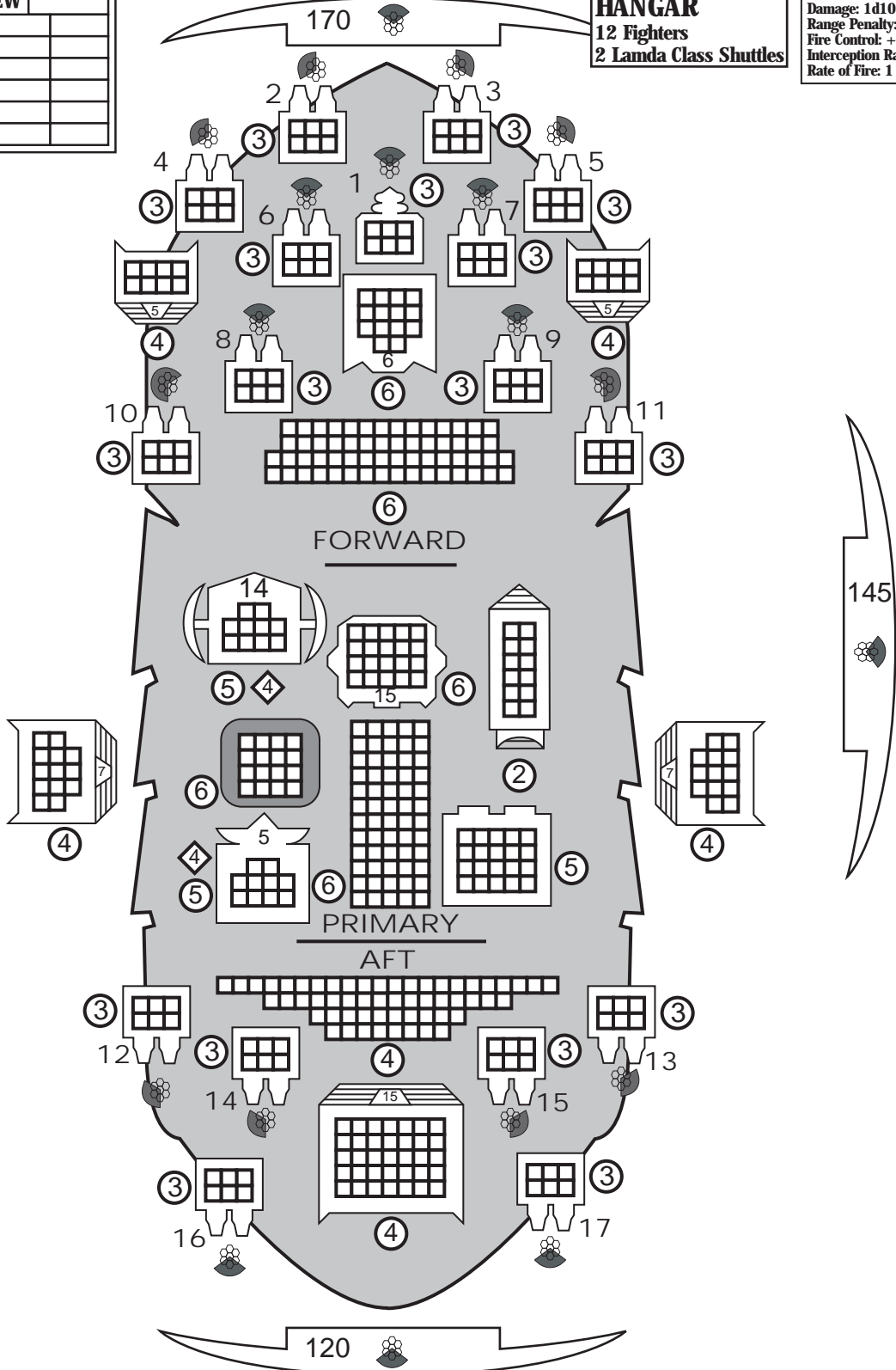
Target #4

Target #5

Target #6

HANGAR

12 Fighters
2 Lamda Class Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Ion Cannon
- Twin Turbolaser