

Imperial Interdictor Cruiser

SPECS

Class: Capital Ship
In Service: --
Point Value: 900
Ramming Factor: 420
Hyper Cost: 32 Power

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Sth/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

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

Laser Turret

Class: Laser
Mode: Standard
Damage: 1d10
Range Penalty: -1 per hex
Fire Control: +2/+3/+4
Interception Rating: -4
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-10: Twin Turbolaser
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thrust
5: Twin Turbolaser
6: Laser Cannon
7-11: Gravity Generators
12-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: C-in-C
9-11: Laser Cannon
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Hyperdrive
12-13: Shield Generator
14-15: Sensors
16-17: Engine
18: Hangar
19-20: Reactor

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

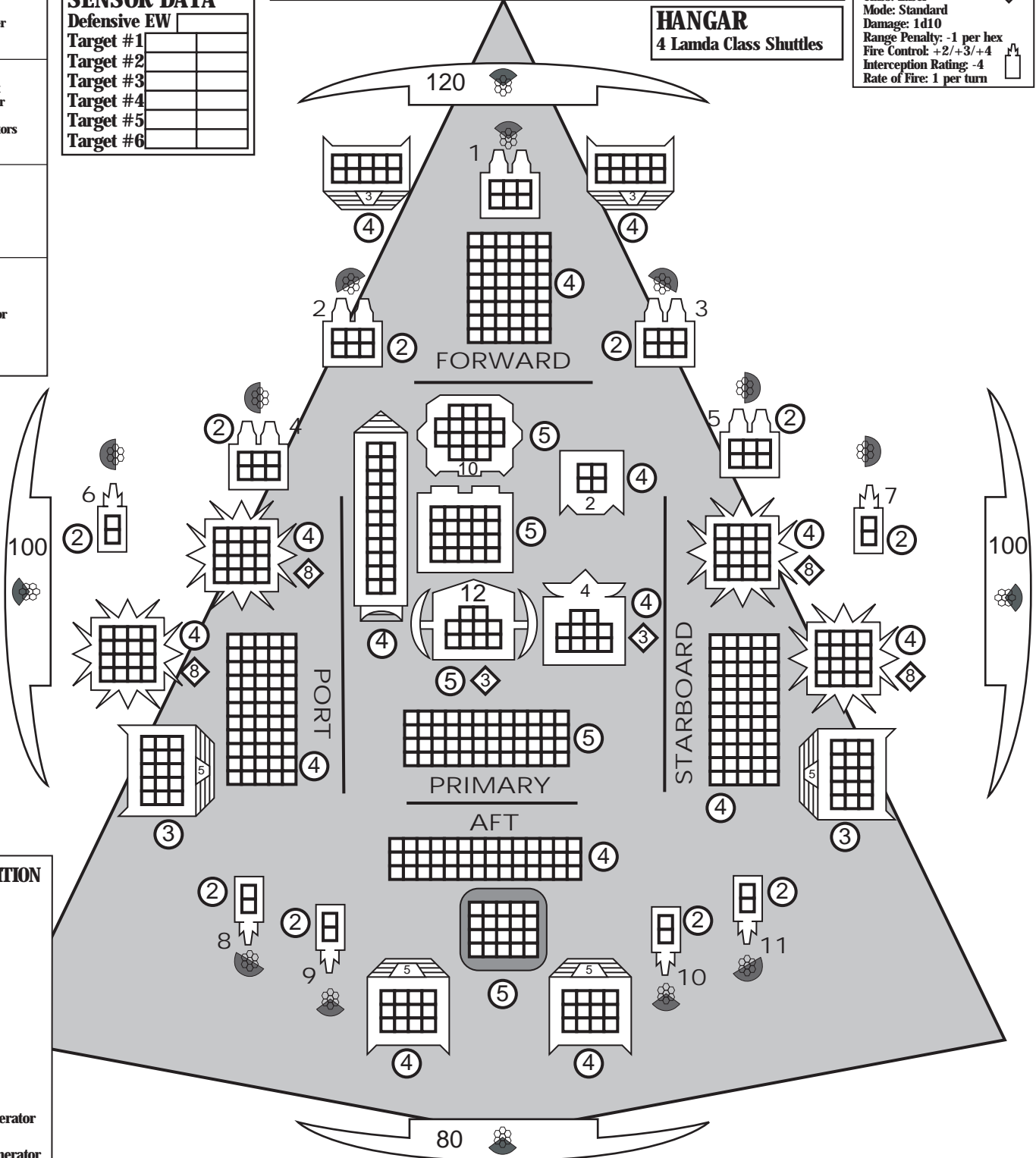
Target #4

Target #5

Target #6

HANGAR

4 Lamda Class Shuttles



ICON RECOGNITION

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