

Imperial Interdictor Cruiser



SPECS

Class: Capital Ship
 In Service: --
 Point Value: 600
 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
 Stb/Port Defense: 17
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA

Quad Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 2d6+4
 Range Penalty: -2 per hex
 Fire Control: +2/+3/+5
 Interception Rating: -4
 Rate of Fire: 1 per turn

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS

1-5: Retro Thrust
 6-8: Quad Laser
 9-10: Hangar
 11-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-6: Quad Turbolaser
 7-11: Gravity Generators
 12-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: C-in-C
 9-11: Quad Laser
 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

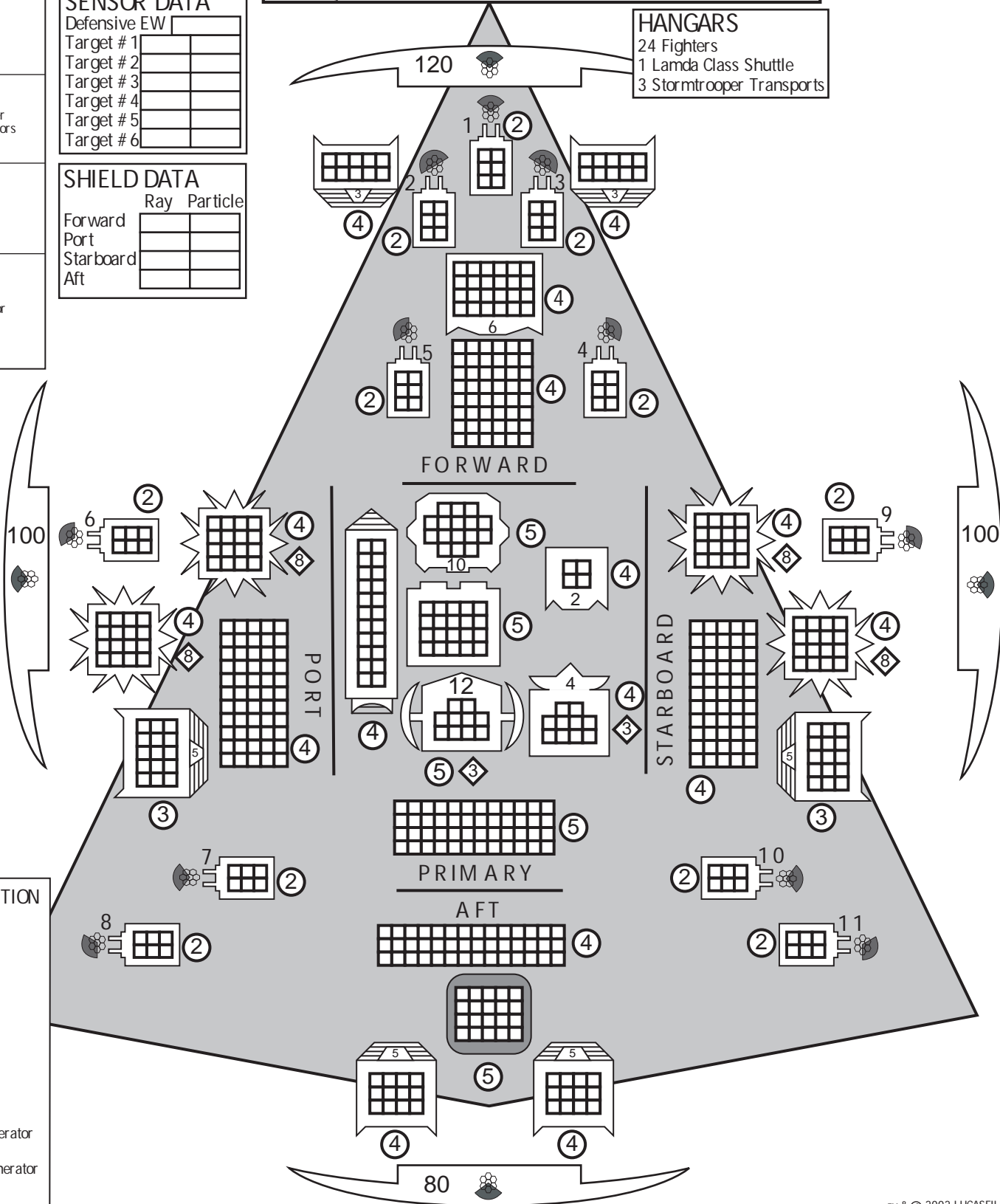
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

HANGARS

24 Fighters
 1 Lamda Class Shuttle
 3 Stormtrooper Transports



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Gravity Generator
- Quad Laser