

# Craytan Helis Interdictors

## SPECS

Class: Lt Combat Vsl  
In Service: Varies  
Point Value: Varies  
Ramming Factor: 30  
Jump Delay: n/a

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 12  
Engine Efficiency: 1/2  
Extra Power: 0  
Initiative Bonus: +14

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

## Special Notes

Agile Ship  
Atmospheric Capable

## SENSOR DATA

Defensive EW

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

## SENSOR DATA

Defensive EW

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

## WEAPON DATA

### Medium Plasma Gun

Class: Plasma  
Modes: Standard  
Dmg: 2d10+2 (-1 per hex)  
Range Penalty: -3 per 2 hexes  
Fire Control: +2/+1/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Light Plasma Gun

Class: Plasma  
Modes: Standard  
Dmg: 1d6+6 (-2 per hex)  
Range Penalty: -2 per hex  
Fire Control: +2/+1/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

### Light Plasma Cannon

Class: Plasma  
Modes: Standard  
Dmg: 2d10+2 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Dual Chatter Cannon

Class: Bil-Pro  
Mode: Standard  
Damage: 1d6+3  
Range Penalty: -3 per hex  
Fire Control: +1/+1/+3  
Intercept Rating: -1 (ballistic only)  
Rate of Fire: 2 per turn

### Chatter Cannon

Class: Bil-Pro  
Mode: Standard  
Damage: 1d6+3  
Range Penalty: -3 per hex  
Fire Control: +1/+1/+3  
Intercept Rating: -1 (ballistic only)  
Rate of Fire: 1 per turn

## PLASMA GUN VARIANT

Available: 2037

Cost: 140

## PLASMA CANNON VARIANT

(Uncommon)

Available: 2091

Cost: 170

## HIT LOCATIONS

1-11: Structure  
12-13: Forward Plasmas  
14-16: Side Plasma Gun  
17-18: Drive  
19: Reactor  
20: Control

## HIT LOCATIONS

1-11: Structure  
12-13: Med Plasma Gun  
14-16: Lt Plasma Cannon  
17-18: Drive  
19: Reactor  
20: Control

## MAGAZINE CRITICAL HITS

1-10: No Critical  
11-14: No Critical, add 1 to next roll  
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).  
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.  
27+: The magazine explodes. No ammunition can be drawn from it, the ship takes raking 10 damage equal to the average damage for each weapon that drew ammo from the magazine.

## SENSOR DATA

Defensive EW

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

## SENSOR DATA

Defensive EW

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

## HIT LOCATIONS

1-11: Structure  
12: Chatter Cannon  
13: Magazine  
14-16: Dual Chatter Cannon  
17-18: Drive  
19: Reactor  
20: Control

## HIT LOCATIONS

1-11: Structure  
12-13: Forward Plasmas  
14-16: Side Plasma Cannons  
17-18: Drive  
19: Reactor  
20: Control

## ICON RECOGNITION

Control  
Drive  
Reactor  
Magazine  
Medium Plasma Gun  
Lt Plasma Gun  
Light Plasma  
Dual Chatter Cannon  
Chatter Cannon

## HELIS ESCORT VARIANT

(Uncommon)

Available: 2084

Cost: 140

## HELIS UPGRADE

Available: 2104

Cost: 200