



Vidiiian Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2360
Point Value: 900
Ramming Factor: 210
Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 1 x 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: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Medium Phaser Bank
Class: Molecular
Mode: R, S
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4

EM Blast Beam
Class: Electromagnetic
Mode: Standard
Damage: 1d10+3 + special
Range Penalty: -1 per hex
Fire Control: +3/+2/+4
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: -1 power if structure hit: deactivates power using systems: +4 criticals to non-powered systems: forces auto-dropout on fighters. See rules.

Grappling Claw
Attaches the Claw to the target vessel so boarding parties can be deposited. Allows 3 marines a turn to board. Does 2d10 matter damage on turn it attaches.

SPECIAL NOTES

Grappling Claw
12 Marine Contingents
Impulse Drive

FORWARD HITS

1-3: Deflector Shield
4-6: Hyperthermic Charge
7-9: Medium Phaser
10: EM Blast Beam
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-2: Deflector Shield
3-4: EM Blast Beam
5-7: Cargo
8-11: Warp Engine
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-6: Deflector Shield
7-9: Medium Phaser
10-11: EM Blast Beam
12: Hangar
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Shield Generator
10-11: Grappling Claw
12: Tractor Beam
13-15: Sensors
16-17: Marine Barracks
18: Engine
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

6 Shuttles

ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- EM Blast Beam
- Medium Phaser
- Hyperthermic Charge
- Marine Barracks
- Grappling Claw

Hyperthermic Charge

Class: Ballistic + Flash
Mode: Standard
Damage: 5d10+10
Max Range: 20 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.