

## EA Intimidator Command Ship (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (10)
In Service: 2258	Turn Delay: 1 x Speed	Stb/Port Defense: 17 (13)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 22 Turns	Roll Cost: 2+2 Thrust	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
Hvy Particle Cannon Class: Particle Mode: Raking Damage: 6d10+60 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 6 turns
Twin Railgun Class: Matter Modes: Standard Damage: (3d10+3) X 2 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/-2 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Dual Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 2 per turn
Interceptor Mk-II Intercept Rating: -4 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+8 Fire Control: -/-/+8 Range Penalty: -2 per hex

**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Twin Railgun  
8-10: Interceptor  
11-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-7: Hvy Particle Cannon  
8-10: Dual Particle Beam  
11-12: Interceptor  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-10: Twin Railgun  
11-13: Interceptor  
14-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-10: Primary Struct  
11-12: Sensors  
13-14: Engine  
15-16: Jump Engine  
17-18: Hangar  
19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### SPECIAL NOTES

Restricted Deployment (10%)  
Adds +1 initiative bonus  
to all EA ships in the  
scenario (including itself)

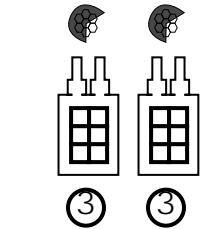
### HANGAR

6 Fighters

(Vigilante capable)

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



### ICON RECOGNITION

