



EA Inquisitor Battleship (Beta Model)

| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|----------------------------|---------------------------|
| Class: Capital Ship | Turn Cost: 1 x Speed | Fwd/Aft Defense: 15 (11) |
| In Service: 2262 | Turn Delay: 1 x Speed | Stb/Port Defense: 19 (15) |
| Point Value: 2650 | Accel/Decel Cost: 4 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: Big | Pivot Cost: 3+3 Thrust | Extra Power: +0 |
| Jump Delay: 16 Turns | Roll Cost: 2+2 Thrust | Initiative Bonus: +1 |
| 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

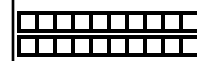
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SPECIAL NOTES

Artificial Gravity with
Inertial Dampeners
Limited Deployment (25%)
Can exchange fighters for
Assault Shuttles and/or
Breaching pods

HANGAR

24 Light Craft (Fighters/
Assault Shuttles / Breaching
Pods)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Particle Cannon
- Modular Mount
- Std Particle Beam
- Interceptor
- Heavy Interceptor
- Twin Heavy Pulse Cannon
- Heavy Laser Pulse Array
- Twin Railgun
- Class-LH Missile Rack
- Mine Dispenser
- Twin Modular Mount

