

EA Inquisitor Command Battleship (Gamma Model)

SPECS

Class: Capital Ship
In Service: 2262
Point Value: 2650
Ramming Factor: Big
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 19 (15)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0



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

Class-LH Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Standard 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: 1 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

Hvy Interceptor Btty
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d10+6
Fire Control: -/-/+10
Range Penalty: -2 per hex
Note: Can switch modes with no delay period

Twin Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 2d5 Times
Maximum Pulses: 12
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+0
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

Mine Dispensor
Class: Ballistic
Missiles: 25
Range Penalty: N/A
Fire Control: N/A
Rate of Fire: 1 per turn

FORWARD HITS
1-3: Retro Thrust
4-5: Hvy Particle Cannon
6-7: Heavy LPA
8-9: Twin Railgun
10-11: Twin HPC
12: Interceptor
13: Hvy Interceptor
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-5: Missile Rack
6-7: Heavy LPA
8-9: Med Pulse Cannon
10-11: Std Particle Beam
12: Interceptor
13: Hvy Interceptor
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Heavy LPA
9-10: Twin Railgun
11: Mine Dispensor
12: Interceptor
13: Mine Dispensor
14: Hvy Interceptor
15-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-11: Jump Drive
12: Twin Modular Mount
13-14: Sensors
15-16: 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

Modular Mount

This weapon functions as either an Ion Torpedo or E-Mine Launcher, determined prior to the game. The weapon remains this weapon for the scenario

Ion Torpedo
Class: Ballistic
Mode: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Energy Mine
Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

Hvy Laser/Pulse Array

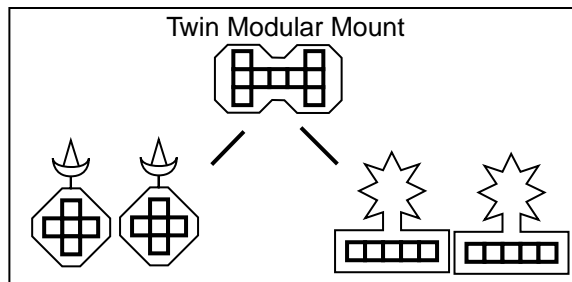
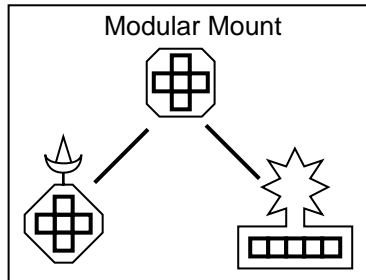
This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/-1
Intercept Rating: -2
Rate of Fire: 1 per 2 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



MISSILES

LH-Rack #1
LH-Rack #2
LH-Rack #3
LH-Rack #4

Mines

Mine Dispensor #1
Mine Dispensor #2
Mine Dispensor #3
Mine Dispensor #4