



EA Charybdis Interdictor Cruiser (Alpha Model)

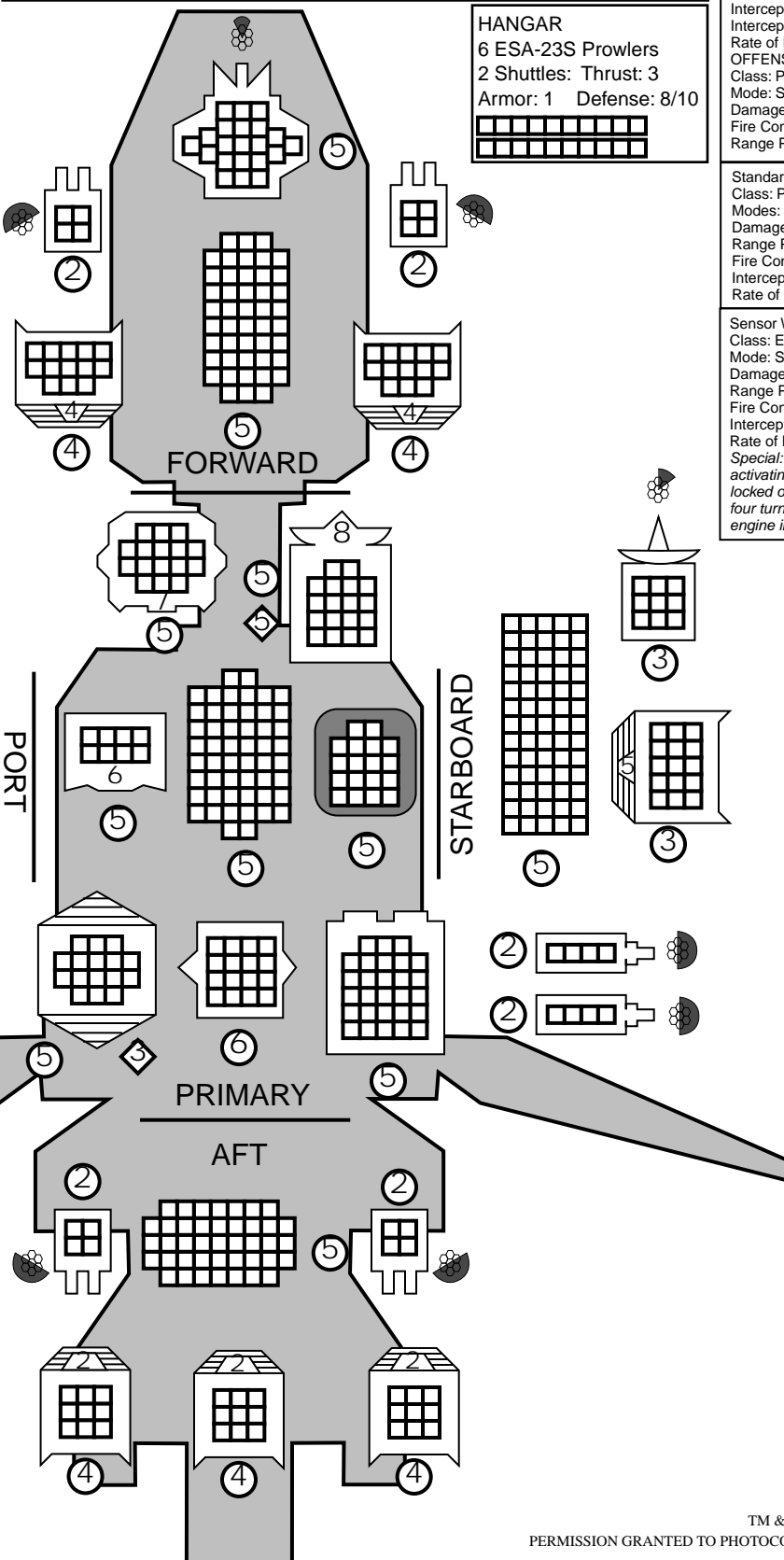


SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15 (10)
In Service: 2261	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (14)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 18 Turns	Roll 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
Vortex Refractor Class: Electromagnetic Damage: Destroys jump point Range Penalty: -2 per hex Fire Control: +0/+0/+0 Intercept Rating: n/a Rate of Fire: 1 per 5 turns <i>Special: Fired at jump point with a base 12 or less to hit. Scores no damage on ships.</i>
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
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
Sensor Weapon Class: Electromagnetic Mode: Standard Damage: 0 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/-/ Intercept Rating: n/a Rate of Fire: 1 per 4 turns <i>Special: Prevents target from activating Jump Engine once locked on. Must re-roll every four turns to keep target's jump engine inoperative</i>

FORWARD HITS
1-4:Retro Thrust
5-9:Vortex Refractor
10-12:Interceptor
13-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-8:Sensor Weapon
9-10:Std Particle Beam
11-12:Interceptor
13-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-9:Interceptor
10-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-8:Primary Struct
9-10:Refract Support Sys
11-12:Jump Drive
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
SPECIAL NOTES
Arrested Deployment (5%)
Unique Class (Five ships)
Jump engine must be powered down to use Vortex Refractor or Sensor Weapons.



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Std Particle Beam
Sensor Weapon
Vortex Refractor
Vortex Disruptor Support Systems
Pulse Cannon
Interceptor