

EA Shadow Inquisitor Command Battleship (Epsilon Model)

SPECS

Class: Capital Ship
In Service: 2261
Point Value: 5250
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: +3



WEAPON DATA

Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 3 per turn

Dual Heavy Phasing

Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+5/+2
Intercept Rating: -2
Rate of Fire: 2 per 3 turns

Vortex Disruptor
Class: Electromagnetic
Damage: Destroys jump point
Range Penalty: -1 per hex
Fire Control: +0/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Fired at jump point with a base 24 or less to hit. Scores no damage on ships.

Lt Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
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

Slicer/Phasing Pulse Array
This weapon can fire as either a lt. slicer or hvy. phasing pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Heavy Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 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

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

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: Molecular Slicer
6-7: Slicer/Phsd Pulse Array
8: Twin Railgun
9: Dual Hvy Phsd Pulse
10-11: Energy Diffuser
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: Slicer/Phsd Pulse Array
8: Multiphased Cutter
9: Med Phsd Pulse Cannon
10-11: Lt Multiphased Cutter
12: Interceptor
13: Hvy Interceptor
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Slicer/Phsd Pulse Array
9: Twin Railgun
10: Mine Dispensor
11: Interceptor
12-13: Energy Diffuser
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Vortex Disruptor
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

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