

Zhodani Indrajatl Strike Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 5548
Point Value: 775
Ramming Factor: 150
Jump Delay: 10 turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	7	8

HANGAR

24 Fighters
4 Shuttles

SENSOR DATA

Defensive EW

Target #	1	2	3	4	5	6
Target #1						
Target #2						
Target #3						
Target #4						
Target #5						
Target #6						

FORWARD HITS

1-3: Forward Thruster
4-5: Bay Missile Launch
6-7: Meson Accelerator
8-10: Twin Turbolaser
11: Sandcaster
12-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Twin Turbolaser
9: Sandcaster
10-11: Jump Drive
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Structure
6: Nuclear Dampener
7-8: Twin Turbolaser
9: Sandcaster
10-11: Hangar
12-13: Port/Stb Thruster
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

WEAPON DATA

Twin Turbolaser

Class: Turbolaser
Mode: Standard
Damage: 2x 1d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+0
Interception Rating: -2
Rate of Fire: 1 per 2 turns

Bay Missile Launcher

Class: Ballistic
Mode: Pulse
Damage: 12 1d6 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range: 20 hexes
Fire Control: +3/+3/n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Meson Accelerator

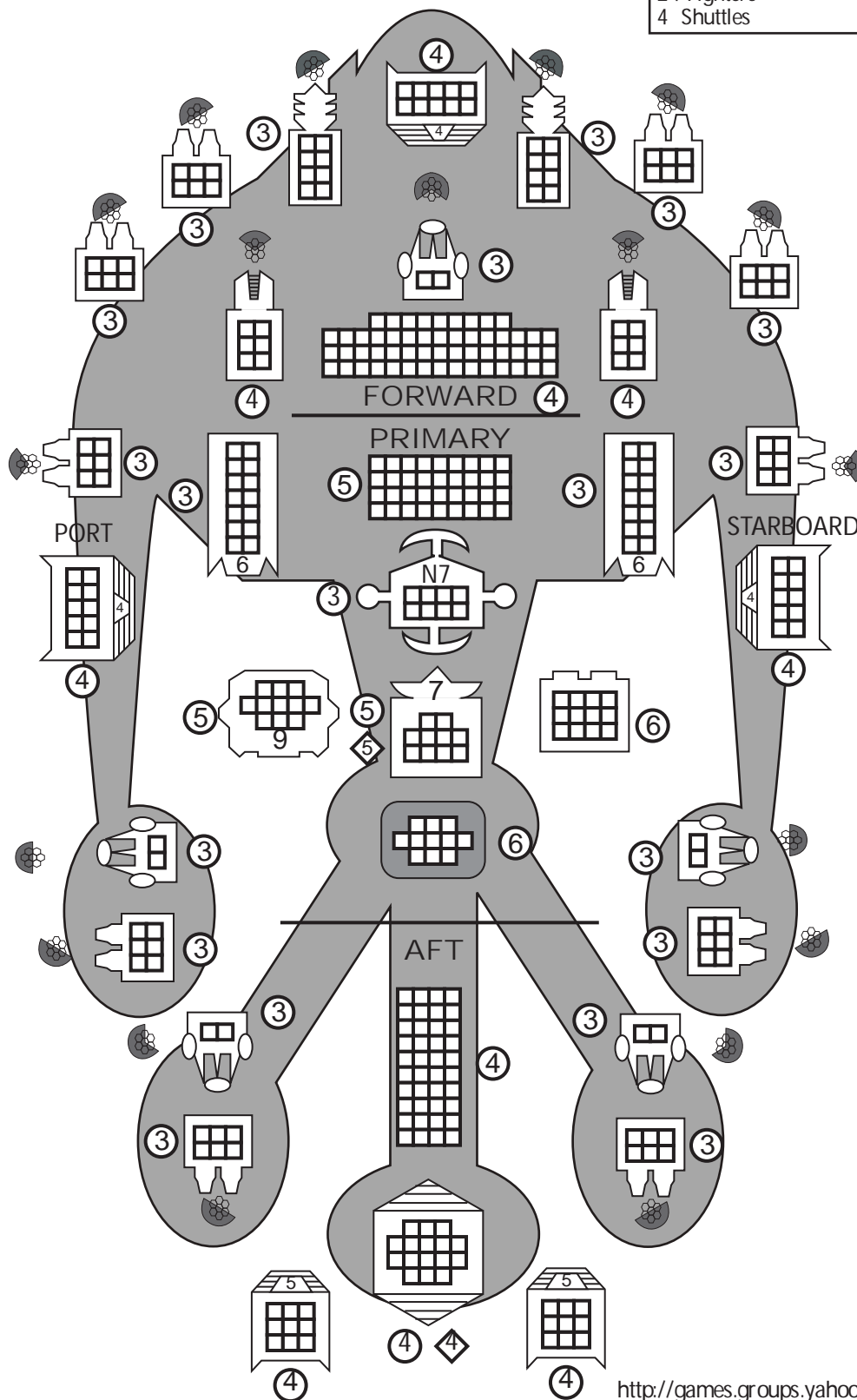
Class: Particle
Modes: Standard
Damage: 3d10+6
Range Penalty: -1 per hex
Fire Control: +5/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns
Special: Ignores first 2 points of armor. Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4
1 per 2 turns: 2d10+5

Sandcaster

Class: Sandcaster
Mode: Defensive
Interception Rating: -4 vs Lasers, -1 vs all others
Rate of Fire: 1 per turn

Nuclear Dampener

Class: Dampening Field
Dampening Field: N(X)
x 10% chance of nullifying nuclear explosion within 50 hexes



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Twin Turbolaser
- Sandcaster
- Nuclear Dampener