



Vidiiian Interceptor

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2312 Point Value: 675 Ramming Factor: 162 Warp Delay: 7 Turns	Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 16 Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +7
Speed	1 2 3 4 5 6 7	8 9 10 11 12
Turn Cost	1 2 2 3 4 4 5	6 6 7 8 8
Turn Delay	1 2 2 3 4 4 5	6 6 7 8 8

WEAPON DATA
Medium Phaser Bank Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4

FORWARD HITS
1-3: Deflector Shield 4-6: EM Blast Beam 7: Hyperthermic Charge 8-9: Tractor Beam 10: Grappling Claw 11-12: Medium Phaser 13-18: Forward Structure 19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6

AFT HITS
1-3: Impulse Thruster 4-5: Reactor 6-7: Engine 8-9: Deflector Shield 10: Medium Phaser 11: EM Blast Beam 12: Hyperthermic Charge 13-18: Aft Structure 19-20: PRIMARY Hit

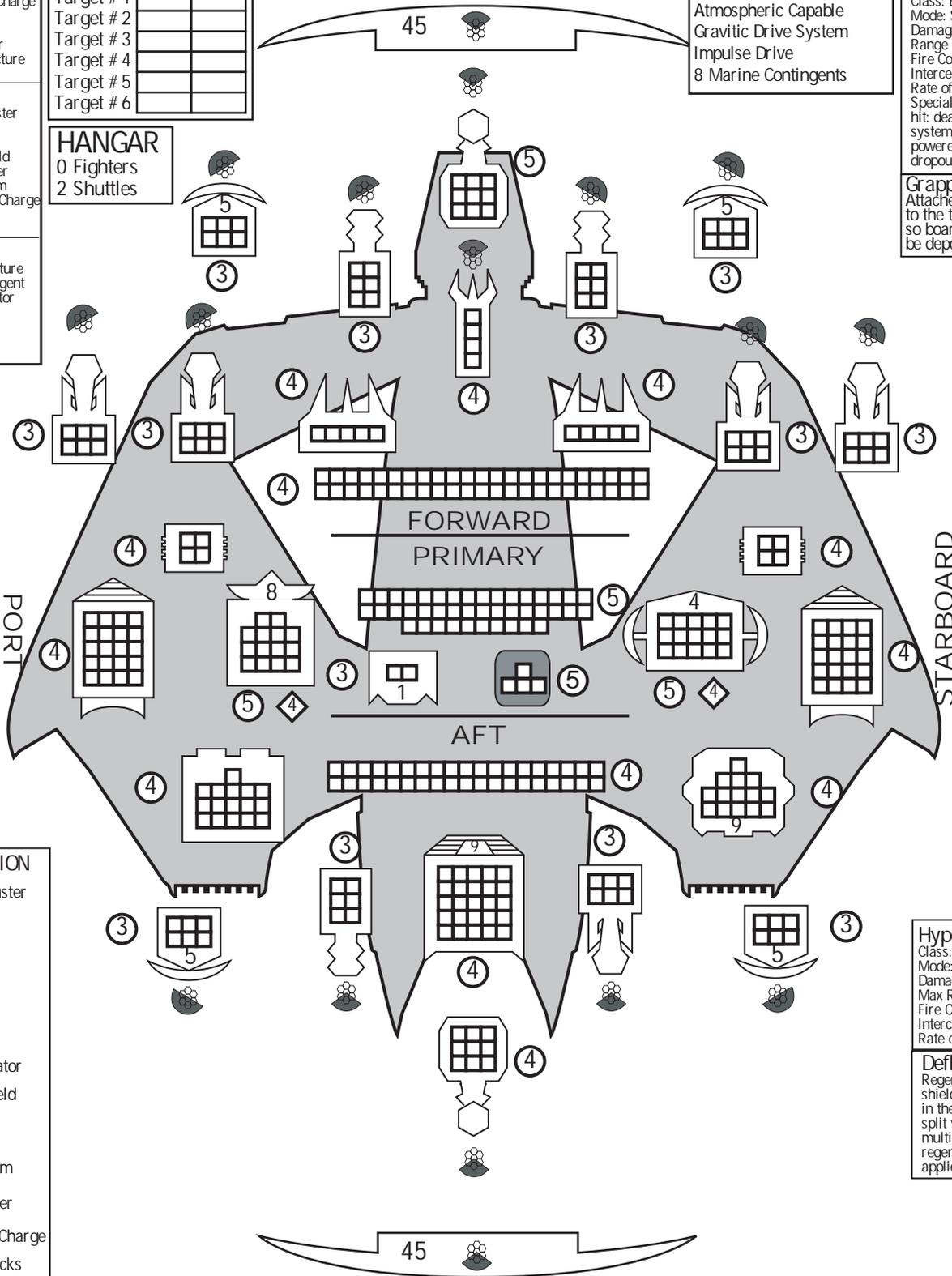
HANGAR
0 Fighters
2 Shuttles

PRIMARY HITS
1-8: Primary Structure 9-10: Marine Contingent 11-12: Shield Generator 13-15: Sensors 16: Hangar 17-19: Warp Engines 20: C&C

SPECIAL NOTES
 Atmospheric Capable
 Gravitic Drive System
 Impulse Drive
 8 Marine Contingents

EM Blast Beam
Class: Electromagnetic Mode: Standard Damage: 1d10+3 + special Range Penalty: -1 per hex Fire Control: +3/+2/+4 Intercept Rating: -1 Rate of Fire: 1 per turn Special: -1 power if structure hit; deactivates power using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

Grappling Claw
Attaches the Clawagle to the target vessel so boarding parties can be deposited.



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
EM Blast Beam
Medium Phaser
Hyperthermic Charge
Marine Barracks
Grappling Claw

Hyperthermic Charge
Class: Ballistic + Flash Mode: Standard Damage: 5d10+10 Max Range: 20 hexes Fire Control: +3/+1/-4 Intercept Rating: n/a Rate of Fire: 1 per 3 turns

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.