



Vidiiian Interceptor

SPECS

Class: Hvy Combat Vsl
In Service: 2312
Point Value: 675
Ramming Factor: 162
Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

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

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-droptout on fighters. See rules.

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

SPECIAL NOTES

Atmospheric Capable
Gravitic Drive System
Impulse Drive
8 Marine Contingents

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

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

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

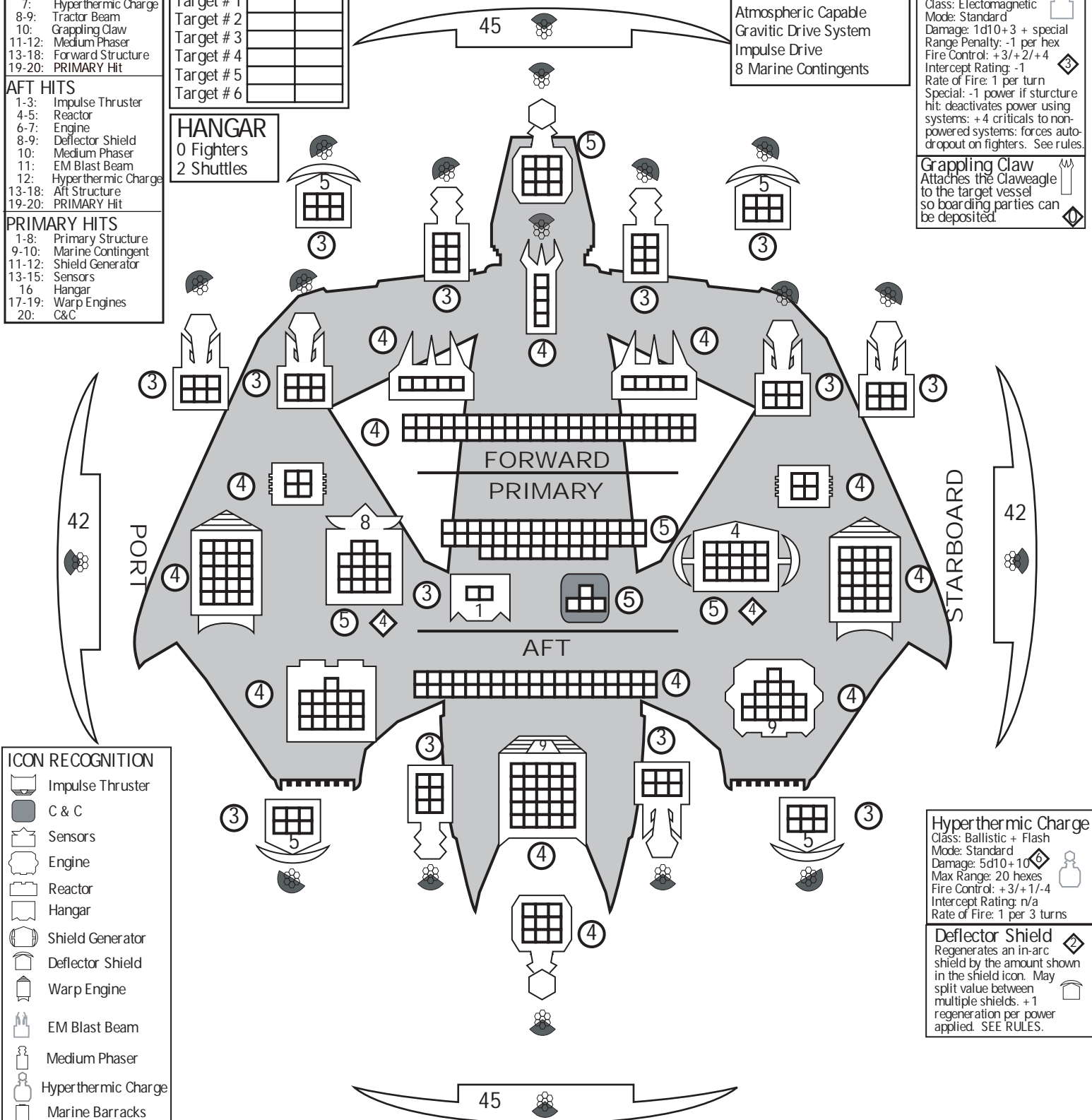
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
2 Shuttles



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.