



FORWARD HITS	
1-18: □	Forward Struct
19-20: □	PRIMARY Hit
SIDE HITS	
1-3: □	Port/Stb Thrust
4-6: □	Retro Thruster
7-8: □	Hvy Plas Spear
9-10: □	S.M. Torpedo
11-12: □	Plas Spear
13-18: □	Port/Stb Struct
19-20: □	PRIMARY Hit
AFT HITS	
1-5: □	Main Thrust
6-7: □	Plas Spear
8-9: □	Lt PI Burster
10-11: □	Md PI Burster
12-13: □	Hvy PI Burster
14-18: □	Aft Struct
19-20: □	PRIMARY Hit
PRIMARY HITS	
1-8: □	Primary Struct
9-10: □	Slipstream
11-12: □	Sensors
13-14: □	Engine
15: □	Hangar
16-17: □	Self Repair
18-19: □	Reactor
20: □	C & C



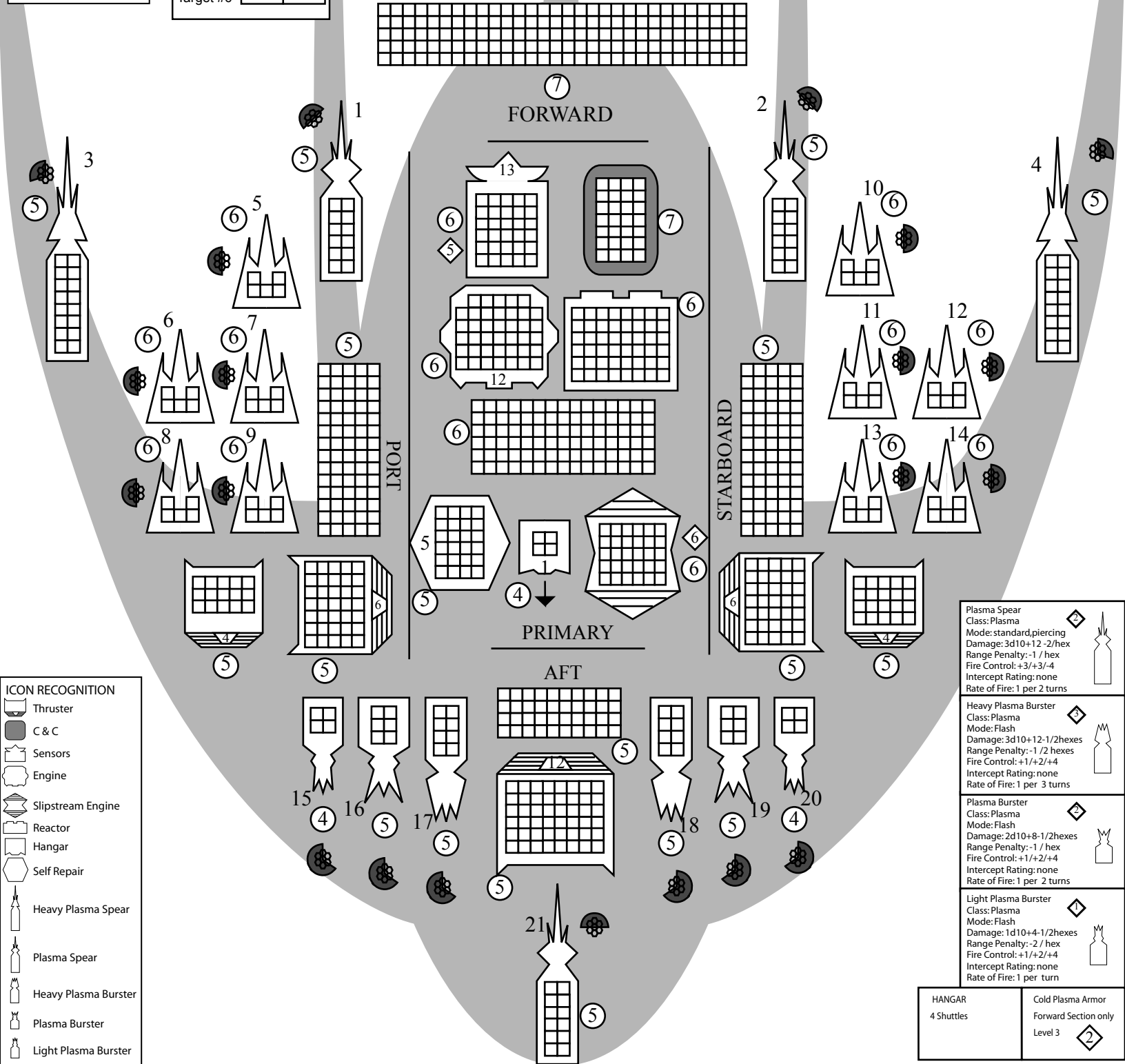
Interdictor Class Cruiser (Pyrian Hierarchy)





SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 17*
In Service: ?	Turn Delay: 1 x Speed	Stb/Port Defense: 17*
Point Value: ?2400?	Accel/Decel Cost: 8 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Slip Delay: 15 Turns	Roll Cost: 3+3 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	
Strange Matter Torpedo	
Class: Ballistic-2	
Mode: Matter	
Damage: Special*	
Launch Range: 10	
Range Penalty: -1/3 per hex after 10	
Fire Control: +4/+4/+4	
Rate of Fire: 1 per 2 turns	
Damage: Removes Free thrust on ship	
causes possible drop out on fighters.	
See Rules.	
Heavy Plasma Spear	
Class: Plasma	
Mode: standard, piercing	
Damage: 3d10+21 -2/hex	
Range Penalty: -1 / hex	
Fire Control: +4/+2/-4	
Intercept Rating: none	
Rate of Fire: 1 per 4 turns	

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

SPECIAL NOTES:
 Gravitic Drive
 Cold Plasma Armor
 On Forward Section Only



Plasma Spear	
Class: Plasma	
Mode: standard, piercing	
Damage: 3d10+12 -2/hex	
Range Penalty: -1 / hex	
Fire Control: +3/+3/-4	
Intercept Rating: none	
Rate of Fire: 1 per 2 turns	
Heavy Plasma Burster	
Class: Plasma	
Mode: Flash	
Damage: 3d10+12 -1/2/hexes	
Range Penalty: -1 /2 hexes	
Fire Control: +1/+2/+4	
Intercept Rating: none	
Rate of Fire: 1 per 3 turns	
Plasma Burster	
Class: Plasma	
Mode: Flash	
Damage: 2d10+8 -1/2/hexes	
Range Penalty: -1 / hex	
Fire Control: +1/+2/+4	
Intercept Rating: none	
Rate of Fire: 1 per 2 turns	
Light Plasma Burster	
Class: Plasma	
Mode: Flash	
Damage: 1d10+4 -1/2/hexes	
Range Penalty: -2 / hex	
Fire Control: +1/+2/+4	
Intercept Rating: none	
Rate of Fire: 1 per turn	