

## EA Hyper-Vorlon EA/Vorlon Technology Hybrid

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (9)
In Service: 2261	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (11)
Point Value: No idea	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 24 Turns	Roll Cost: 2+2 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	

**FORWARD HITS**  
1-3:Retro Thrust  
4-9:Lightning Cannon  
10-11:Hvy Pulse Cannon  
12-13:Interceptor  
14-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-4:Port/Stb Struct  
5-6:EM Shield  
7-8:Hvy Laser Cannon  
9-12:Lightning Cannon  
13-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-4:Main Thrust  
5-7:Jump Drive  
8-9:EM Shield  
10-11:Med Pulse Cannon  
12-13:Interceptor  
14-18:Aft Struct  
19-20:PRIMARY Hit

**PRIMARY HITS**  
1-7:Primary Struct  
8:Self-Repair  
9-10:Power Capacitor  
11-12:Std Particle Beam  
13-14:Sensors  
15-16:Engine  
17-18:Hangar  
19:Reactor  
20:C & C

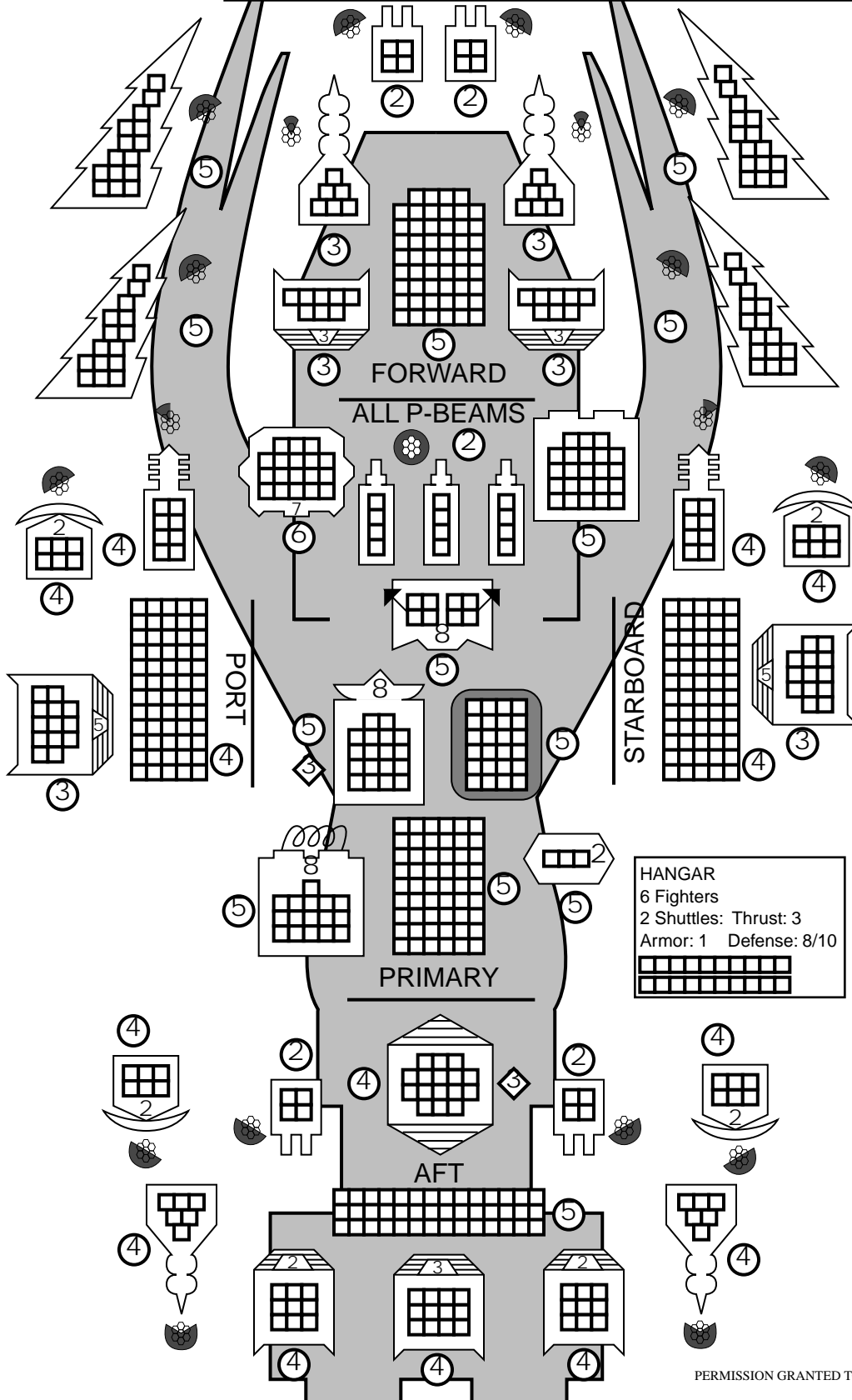
Note: Lightning cannons are part of both the front and appropriate side sections.

### SENSOR DATA

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

### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Power Capacitor
- Self-Repair
- Lightning Cannon
- Hvy Laser Cannon
- Hvy Pulse Cannon
- Med Pulse Cannon
- Std Particle Beam
- Interceptor
- EM Shield



**HANGAR**  
6 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10



WEAPON DATA
Heavy Laser Cannon Class: Laser Modes: R, S Damage: 4d10+20 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/-4 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
Heavy Pulse Cannon Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
Standard Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per turn
Interceptor Mk-I Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: +4/+3/+6 Range Penalty: -2 per hex
Lightning Cannon (Lt) Class: Electromagnetic Mode: Standard Damage: 1d10+8 Range Penalty: -1 per hex Fire Control: +5/+5/+8 Intercept Rating: -4 Rate of Fire: 1 per turn Note: Non-interceptable
Lightning Cannon (Med) Class: Electromagnetic Mode: Raking Damage: 2d10+16 Range Penalty: -1 per 2 hexes Fire Control: +5/+5/+4 Intercept Rating: -3 Rate of Fire: 1 per turn Note: Non-interceptable
Lightning Cannon (Hvy) Class: Electromagnetic Mode: Raking (15), P Damage: 4d10+32 Range Penalty: -1 per 3 hexes Fire Control: +5/+5/+0 Intercept Rating: -2 Rate of Fire: 1 per turn Note: Non-interceptable
Lightning Cannon (Mega) Class: Electromagnetic Mode: Raking (20), P Damage: 8d10+64 Range Penalty: -1 per 4 hexes Fire Control: +5/+5/- Intercept Rating: -1 Rate of Fire: 1 per turn Note: Non-interceptable
EM Shield Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.