



Modrani Vorsaala Scout Cruiser

SPECS

Class: Capital Ship
In Service: 2195
Point Value: 825
Ramming Factor: 250
Jump Delay: 14 Turns

MANEUVERING

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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR

12 Fighters
3 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10
Initiative Bonus: +8

WEAPON DATA

Medium Blast Laser
Class: Laser
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

Tachyon Pulser

Class: Tachyon
Mode: Pulse
Damage: 9 1d4 Times
Maximum Pulses: 4
Grouping Range: n/a
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Gatling Array Mk2

Class: Tachyon
Mode: Standard
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: -/-/+8
Intercept Rating: -2
Rate of Fire: 2 per turn

Tachyon Distortion Field Generator

Subtract Field Factor from incoming chance to hit and any damage subvolley scored on ship. Random chance that shield affects incoming shot. For each shot, roll 1d10 and consult chart:
1-3: Shield has no effect
4+: Shield active vs shot

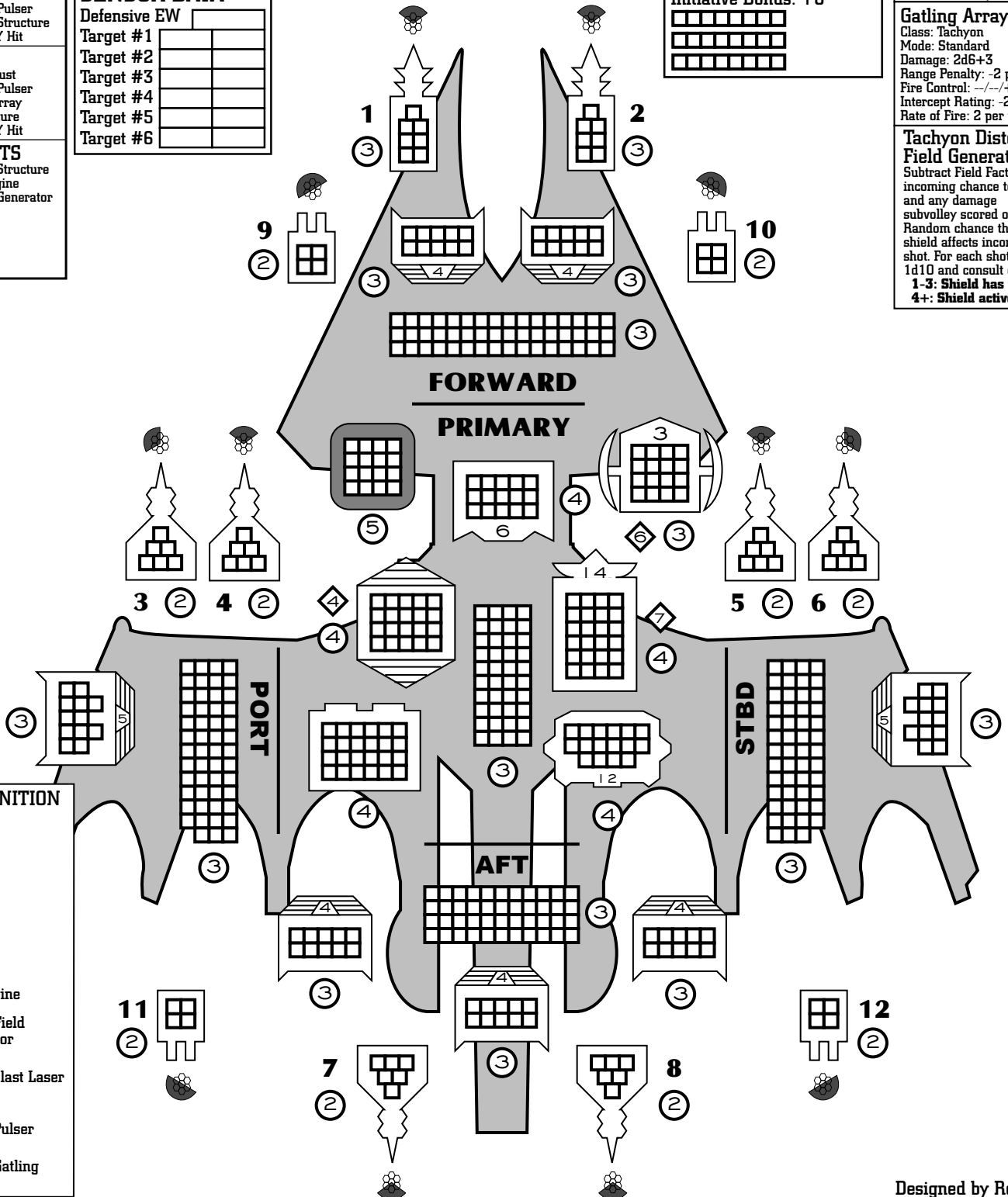
FORWARD HITS	1-3: Retro Thrust 4-5: Medium Blast Laser 6-7: Gatling Array 8-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS	1-4: Port/Stb Thrust 5-7: Tachyon Pulser 8-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS	1-6: Main Thrust 7-8: Tachyon Pulser 9-10: Gatling Array 11-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS	1-7: Primary Structure 8-9: Jump Engine 10: Tachyon Generator 11-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

SPECIAL NOTES

ELINT Ship
Tachyon Distortion Field:
(Strength 3)

SENSOR DATA

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



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	Tachyon Field Generator
	Medium Blast Laser
	Tachyon Pulser
	Tachyon Gatling Array