



Modrani Vorissi Patrol Cruiser

SPECS

Class: Capital Ship
In Service: 2153
Point Value: 850
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

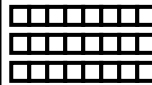
COMBAT STATS

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

Tachyon Streamer
Class: Tachyon
Mode: Raking
Damage: 2d10+20
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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 Pulsar

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

Tachyon Torpedo

Class: Ballistic + Tachyon
Mode: Standard
Damage: 20
Range Penalty: None
Max Range: 30 hexes
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

FORWARD HITS

1-3: Retro Thrust
4-5: Tachyon Streamer
6-7: Medium Blast Laser
8-9: Gatling Array
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Tachyon Streamer
6-7: Tachyon Torpedo
8-9: Tachyon Pulsar
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Tachyon Pulsar
9-10: Gatling Array
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Jump Engine
10: Reload Rack
11: Tachyon Generator
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Tachyon Distortion Field:
(Strength 3)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

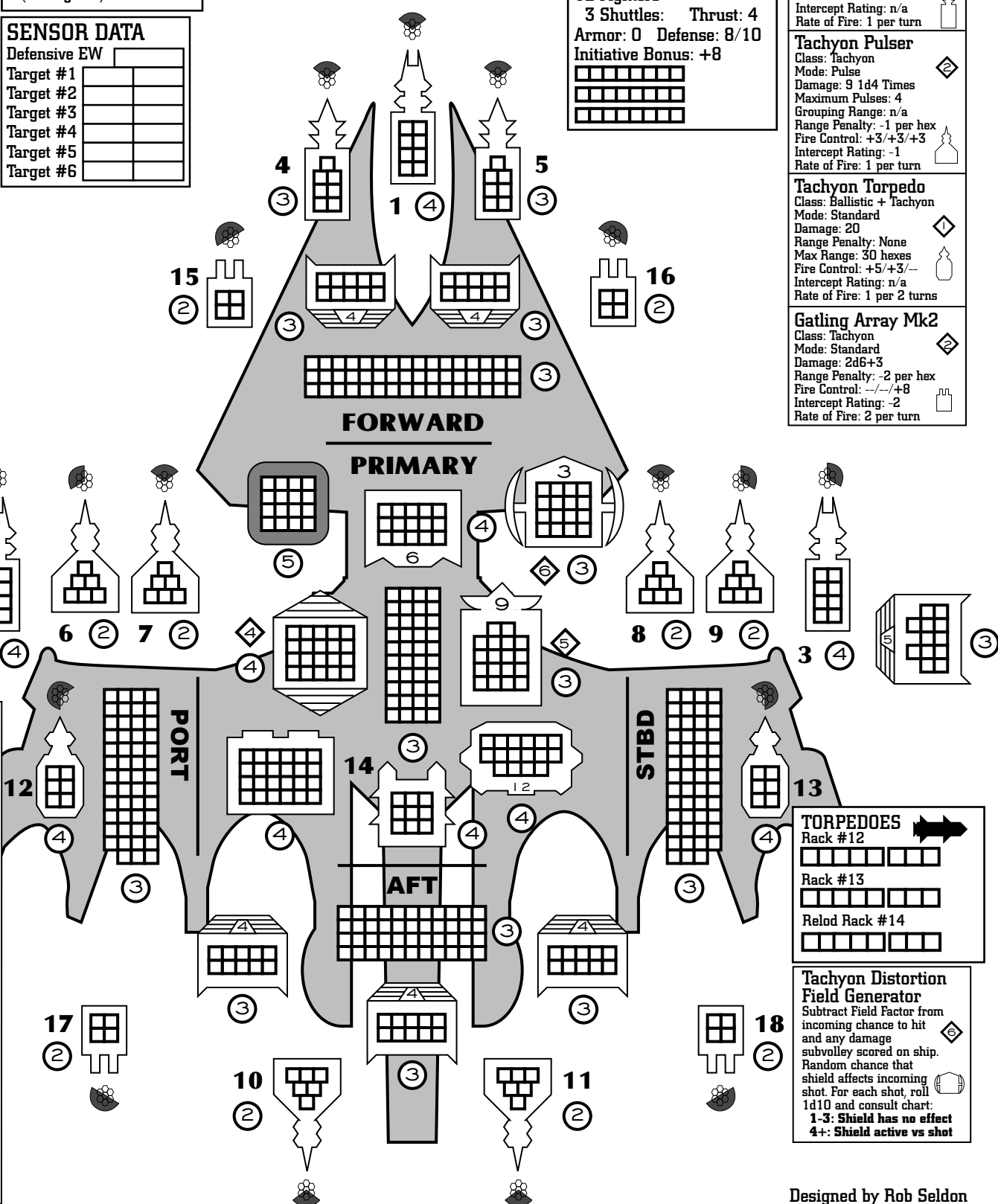
Target #4

Target #5

Target #6

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Tachyon Field Generator
- Reload Rack
- Tachyon Streamer
- Medium Blast Laser
- Tachyon Torpedo
- Tachyon Pulsar
- Tachyon Gatling Array



TORPEDOES

Rack #12
Rack #13
Reload Rack #14

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