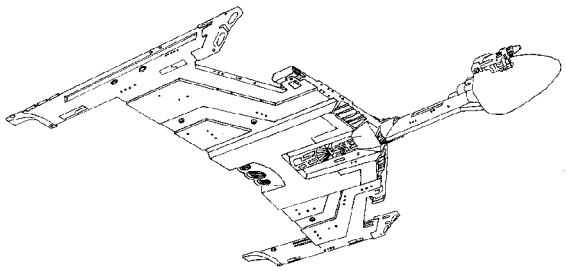
Name: _____ Counter: _____

Vux Intruder



SPECS
Class: HCV
In Service: SC1&2&3
Point Value: 500
Ramming Factor: 140
Jump Delay: 18 Turns

MANEUVERING
Turn Cost: 2x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

HANGAR
0 Fighters
2 Shuttle: Thrust: 3
Armor: 0 Defense: 8/10

WEAPON DATA

Gigawatt Laser
Class: Laser
Modes: Sustained (3)
Damage: 6d10+40
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

May fire at accelerated RoF:
Modes: Sustained (2)
Damage: 4d10+25
Rate of Fire: 1 per 2 turns

Organic Limpet
Class: Ballistic
Damage: Special
Maximum Range: 20
Range Penalty: None
Fire Control: +2/+2/--
Rate of Fire: 2 per turn
Special: Seeks target's thrusters on facing side. While attached, one thrust is wasted per limpet present. Target may attempt to remove the limpets by overthrusting an affected thruster. Each point of overthrust used yields a 10% chance of removing a limpet. Limpets may not be targetted while attached, but may be removed after each battle at a rate of one hour per limpet.

FORWARD HITS
1-4: Retro Thrust
5-8: Gigawatt Laser
9-18: Forward Structure
19-20: PRIMARY Hit

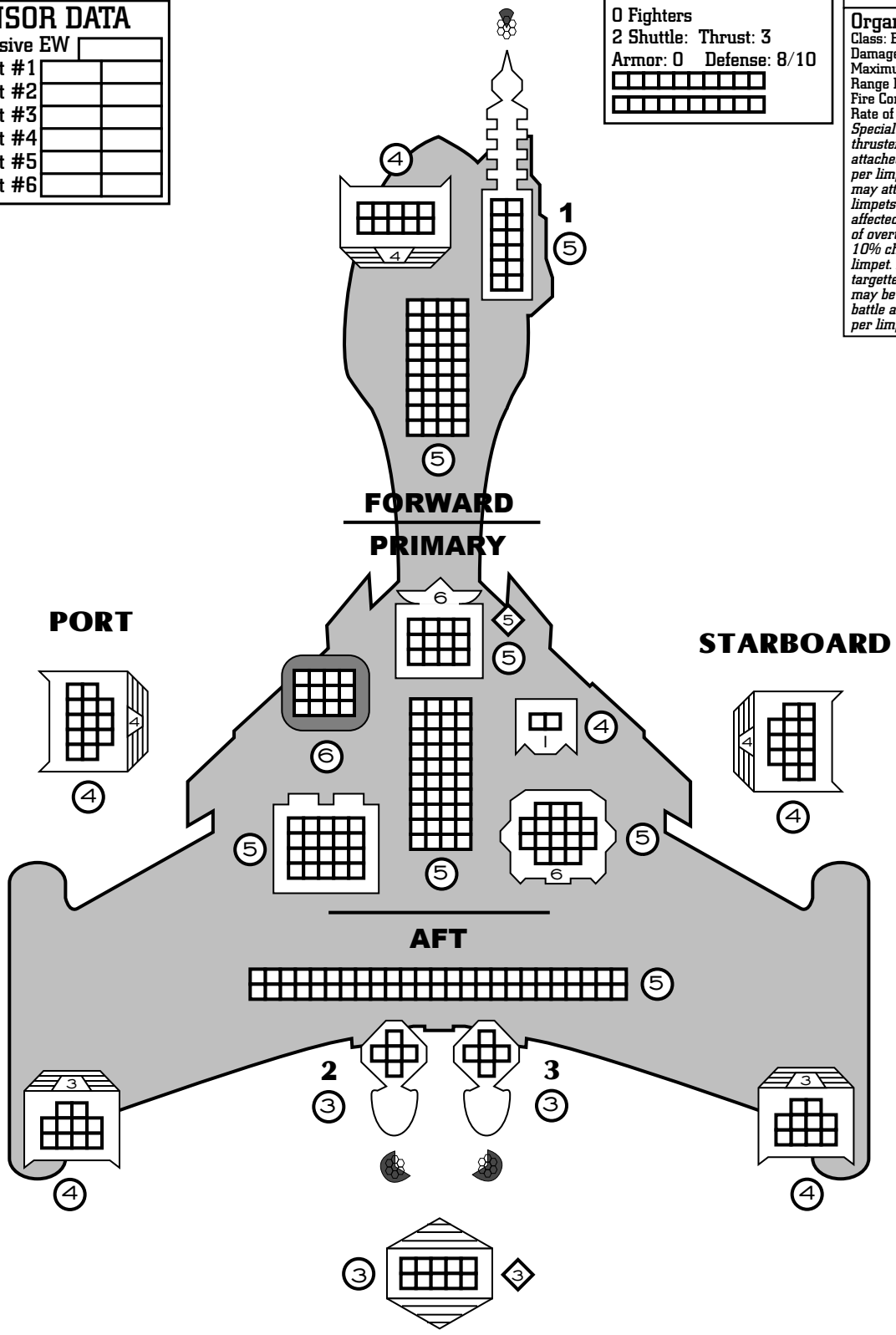
AFT HITS
1-5: Main Thrust
6-7: Jump Engine
8-10: Organic Limpet
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10-12: Port/Stbd Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Mass Sensors

SENSOR DATA
Defensive EW

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



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Gigawatt Laser
- Organic Limpet

Designed by Paul Brown
pbcbrown@shaw.ca