

# Vinzin Halictidae Jump Cruiser

## SPECS

Class: Capital Ship  
In Service: 2205  
Point Value: 625  
Ramming Value: 300  
Jump Delay: 20 turns

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

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Def: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

## WEAPON DATA

**Imperial Laser**  
Class: Laser  
Modes: Raking  
Damage: 4d10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

## Tactical Laser

Class: Laser  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Lt Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## SPECIAL NOTES

Limited Availability (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

24 Light Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/8

## FORWARD HITS

1-5: Retro Thrust  
6-8: Imperial Laser  
9-11: Light Particle Beam  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Imperial Laser  
8-10: Light Particle Beam  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Jump Drive  
9-13: Tactical Laser  
14: Light Particle Beam  
15-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Lt Particle Beam

