

Vorlon Dreadnought

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 5000
Ramming Factor: 520
Jump Delay: 6 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 18 (13)
Stb/Port Defense: 21 (16)
Engine Efficiency: 6/1
Extra Power: +0
Initiative Bonus: +2

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

HANGAR

12 Fighters
2 Shuttles: Thrust: 6
Armor: 4 Defense: 7/8

WEAPON DATA

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

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

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

Lightning Cannon (Mega)
Class: Electromagnetic
Mode: Raking (20), P
Damage: 8d10+64
Range Penalty: -1 per 4 hexes
Fire Control: +5/+5/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Discharge Gun
Class: Electromagnetic
Mode: Raking
Damage: 2d10+2
Double power: add 1d10+1
Triple power: add 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+4
Intercept Rating: -2
Rate of Fire: 1 or more per turn
limited by power; max 4 shots

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.

FORWARD HITS

- 1-3: Retro Thrust
- 4-9: Lightning Cannon
- 10: Discharge Gun
- 11-13: EM Shield
- 14-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-10: Lightning Cannon
- 11-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Jump Drive
- 9: Discharge Gun
- 10-12: EM Shield
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Struct
- 11-12: Self-Repair
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Power Capacitor
- 20: C & C

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

ADAPTIVE ARMOR: 6

Weapon Type	Available/Assigned

Note: Max 3 pts per weapon type
Can have 3 points pre-assigned

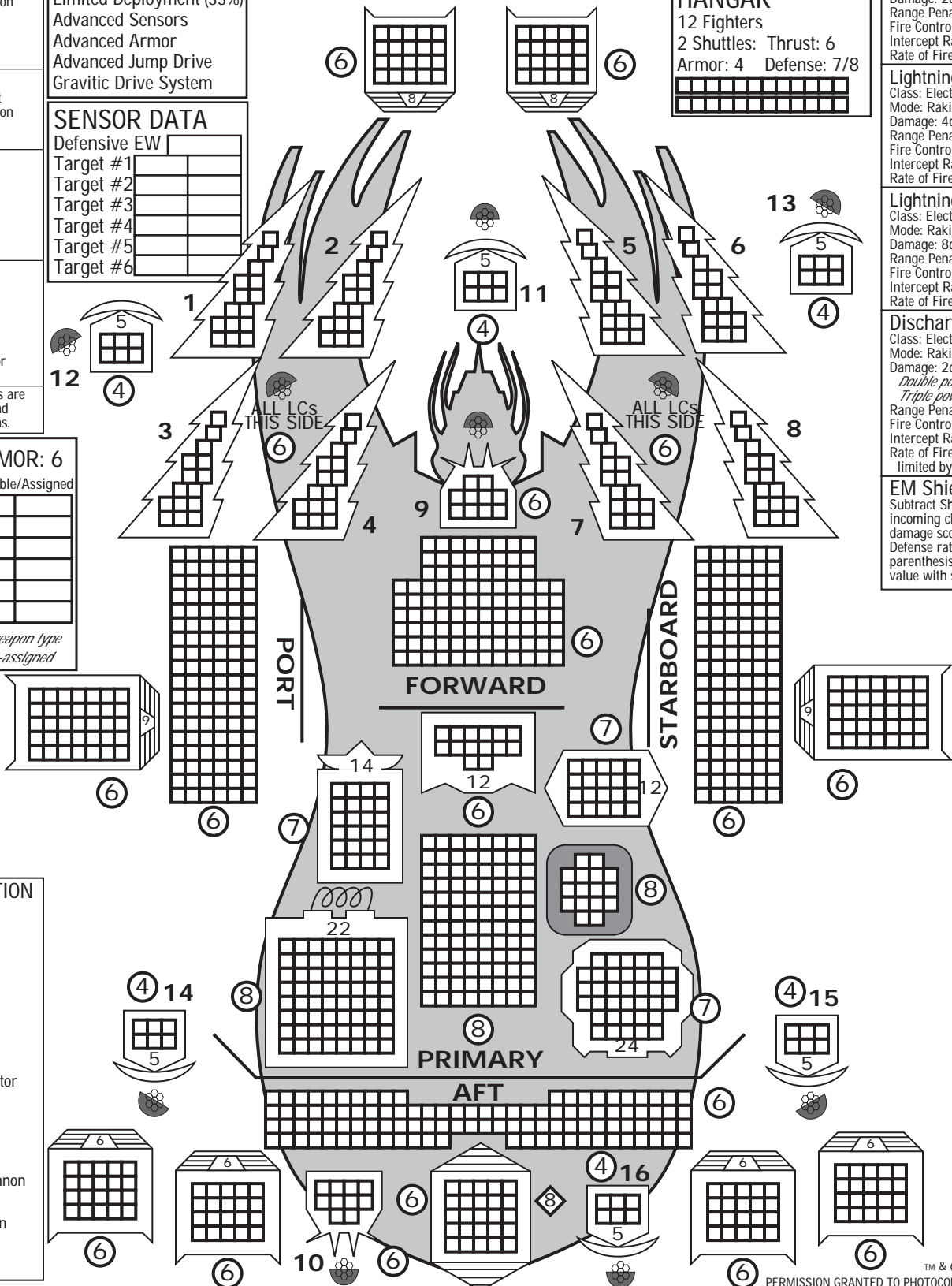
SPECIAL NOTES

Limited Deployment (33%)
Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System












SENSOR DATA

Defensive EW

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



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Power Capacitor
-  Hangar
-  Self-Repair
-  Lightning Cannon
-  Discharge Gun
-  EM Shield