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| 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:Discharge Gun 12-18: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.

SPECIAL NOTES
Restricted Deployment (10%)
Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System

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| SENSOR DATA |
| Defensive EW |
| Target #1 |
| Target #2 |
| Target #3 |
| Target #4 |
| Target #5 |
| Target #6 |

Vorlon Battleship

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| SPECS Class: Capital Ship In Service: Ancient Point Value: 7000 Ramming Factor: 630 Jump Delay: 6 Turns | MANEUVERING Turn Cost: 2 x Speed Turn Delay: 2 x Speed Accel/Decel Cost: 8 Thrust Pivot Cost: 7+7 Thrust Roll Cost: 3+3 Thrust | COMBAT STATS Fwd/Aft Defense: 20 (14) Stb/Port Defense: 23 (17) Engine Efficiency: 8/1 Extra Power: +0 Initiative Bonus: +2 |
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| 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 Note: Requires 1 Heavy Arm and 3 Small Arms |
| Lightning Cannon (Sup) Class: Electromagnetic Mode: Raking (20), P Damage: 12d10+96 Range Penalty: -1 per 5 hexes Fire Control: +5/+5/+0 Intercept Rating: -1 Rate of Fire: 1 per turn Note: Requires 1 Heavy Arm and 3 Small Arms |
| 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. |

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| ADAPTIVE ARMOR: 6 |
| Weapon Type Available/Assigned |
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Note: Max 3 pts per weapon type
Can have 3 points pre-assigned

ICON RECOGNITION

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

