






Vorlon Heavy Destroyer

SPECS					MANEUVERING								COMBAT STATS			
Class: Hvy Combat Vsl					Turn Cost: 2/3 Speed								Fwd/Aft Defense: 14 (10)			
In Service: Ancient					Turn Delay: 2/3 Speed								Stb/Port Defense: 17 (13)			
Point Value: 1600					Accel/Decel Cost: 3 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 250					Pivot Cost: 2+2 Thrust								Extra Power: +0			
Jump Delay: 12 Turns					Roll Cost: 1+1 Thrust								Initiative Bonus: +8			
Speed	1	2	3	4	5	6	7	8	9	10	11	12				
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8				
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	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	
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
1-5:Retro Thrust
6-7:Lightning Cannon
8:Discharge Gun
9-10:EM Shield
11-18: Forward Struct
19-20:PRIMARY Hit

SPECIAL NOTES
Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System

AFT HITS
1-6:Main Thrust
7-8:Jump Drive
9-10:EM Shield
11-18:Aft Struct
19-20:PRIMARY Hit

SENSOR DATA

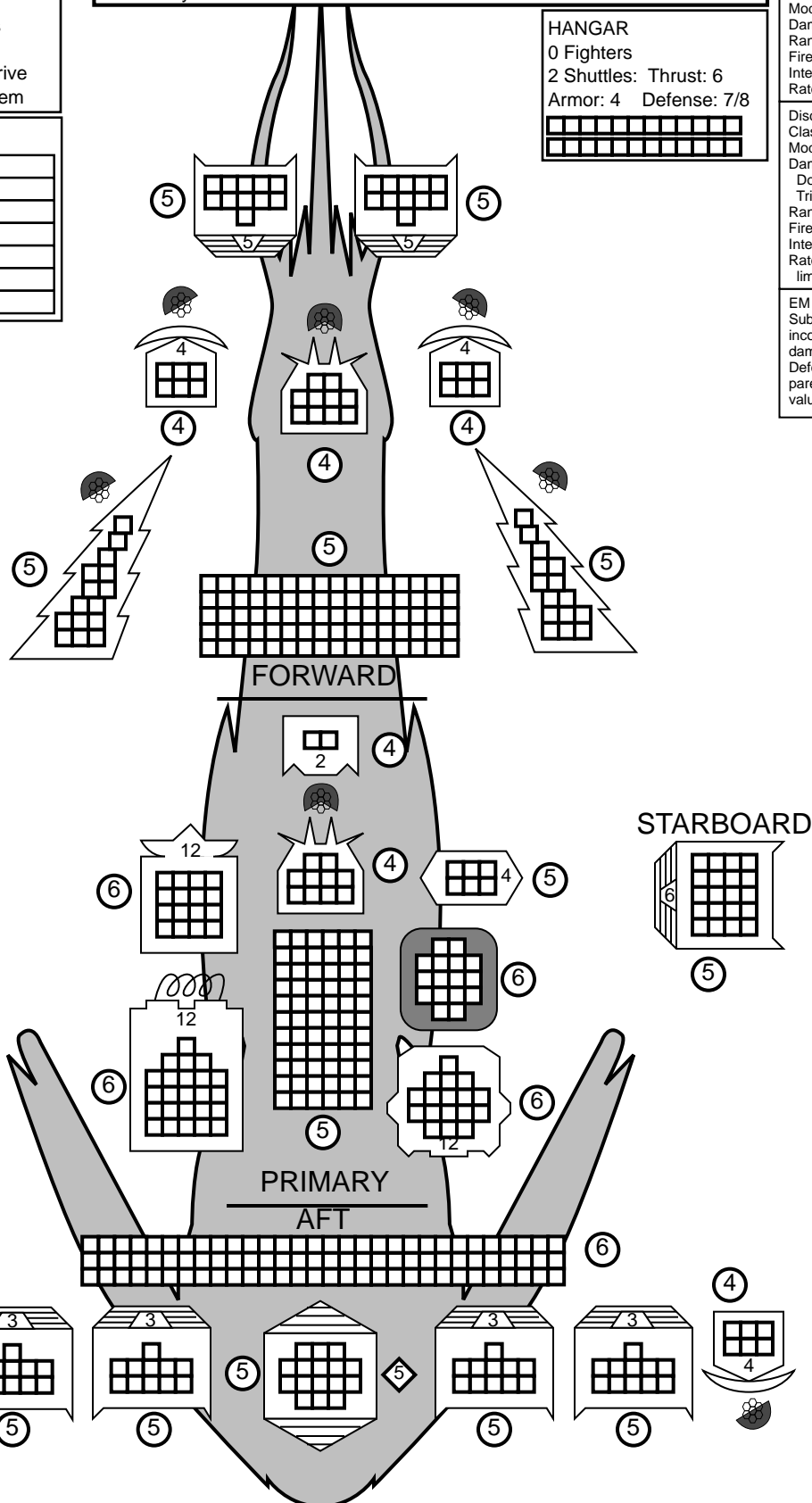
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

PRIMARY HITS
1-8:Primary Struct
9:Discharge Gun
10-11:Port/Stb Thrust
12:Self-Repair
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Power Capacito
20:C & C

ADAPTIVE ARMOR: 5

Weapon Type	Available/Assigned

Note: Max 2 pts per weapon type
Can have 2 points pre-assigned



ICON RECOGNITION

