



Version 2: 2E/SF

Name: _____

Counter: _____



Vorlon Planet-Killer

SPECS

Class: Enormous Unit
In Service: Ancient
Point Value: N/A
Ramming Factor: 1200
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 3 x Speed
Turn Delay: 3 x Speed
Accel/Decel Cost: 18 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 26 (20)
Stb/Port Defense: 26 (20)
Engine Efficiency: 10/1
Extra Power: +0
Initiative Penalty: -10

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	6	9	12	15	18	21	24	27	30	33	36
Turn Delay	3	6	9	12	15	18	21	24	27	30	33	36

WEAPON DATA

Planet-Cracker Beam
Class: Electromagnetic
Mode: Standard
Damage: Auto-kills anything it hits
Range Penalty: N/A
Max Range: 4 hexes
Fire Control: N/A (auto-hit)
Intercept Rating: N/A
Rate of Fire: 1 per 1,000 turns
Notes: Fires only into the row of hexes directly ahead of the ship. Anything in those hexes is destroyed.

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
6-9: Planet-Cracker Beam
10-11: EM Shield
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: EM Shield
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: EM Shield
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10: Jump Drive
11-12: Self-Repair
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Power Capacitor
20: C & C

SPECIAL NOTES

Special Deployment Rules
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

ADAPTIVE ARMOR: 6

Weapon Type Available/Assigned

Weapon Type	Available/Assigned

Note: Max 3 pts per weapon type
Can have 4 points pre-assigned

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Power Capacitor
- Hangar
- Self-Repair
- Planet-Cracker Beam
- EM Shield

