



# Vorlon Mobile Star Citadel

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost: 3 x Speed	Fwd/Aft Defense: 26 (20)
In Service: Ancient	Turn Delay: 3 x Speed	Stb/Port Defense: 26 (20)
Point Value: 11000	Accel/Decel Cost: 18 Thrust	Engine Efficiency: 10/1
Ramming Factor: 1200	Pivot Cost: N/A	Extra Power: +0
Jump Delay: 8 Turns	Roll Cost: N/A	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	

**FORWARD HITS**  
1-4:Retro Thrust  
5-8:Lightning Cannon  
9-10:Discharge Gun  
11:EM Shield  
12-18: Forward Struct  
19-20:PRIMARY Hit













**SIDE HITS**  
1-4:Port/Stb Thrust  
5:Hangar  
6-7:EM Shield  
8-9:Discharge Gun  
10-12:Lightning Cannon  
13-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-8:EM Shield  
9-10:Discharge Gun  
11-18: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**  
Advanced Sensors  
Advanced Armor  
Advanced Jump Drive  
Gravitic Drive System

## ICON RECOGNITION

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

ADAPTIVE ARMOR: 6		
Weapon Type	Available/Assigned	

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

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

ALL HANGARS		
12 Fighters		
2 Shuttles each: 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/-	
Intercept Rating: -1	
Rate of Fire: 1 per turn	
Lightning Cannon (Sup)	
Class: Electromagnetic	
Mode: Raking (20), P	
Damage: 12d10+96	
Range Penalty: -1 per 5 hexes	
Fire Control: +5/+5/-	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Note: Requires 1 Heavy Arm and 3 Small Arms	
Lightning Cannon (Ult)	
Class: Electromagnetic	
Mode: Raking (20), P	
Damage: 16d10+128	
Range Penalty: -1 per 5 hexes	
Fire Control: +5/+5/-	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Note: Requires 2 Heavy Arms and 2 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.	