

Vorlon Heavy Cruiser

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 3250
Ramming Factor: 380
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (12)
Stb/Port Defense: 19 (15)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +2

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

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
Note: Non-interceptable

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
Note: Non-interceptable

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
Note: Non-interceptable

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: Non-interceptable

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

1-4: Retro Thrust
5-8: Lightning Cannon
9-10: Discharge Gun
11-12: EM Shield
13-18: Port/Stb Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-10: Lightning Cannon
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Drive
9-10: EM Shield
11-18: 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

Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System

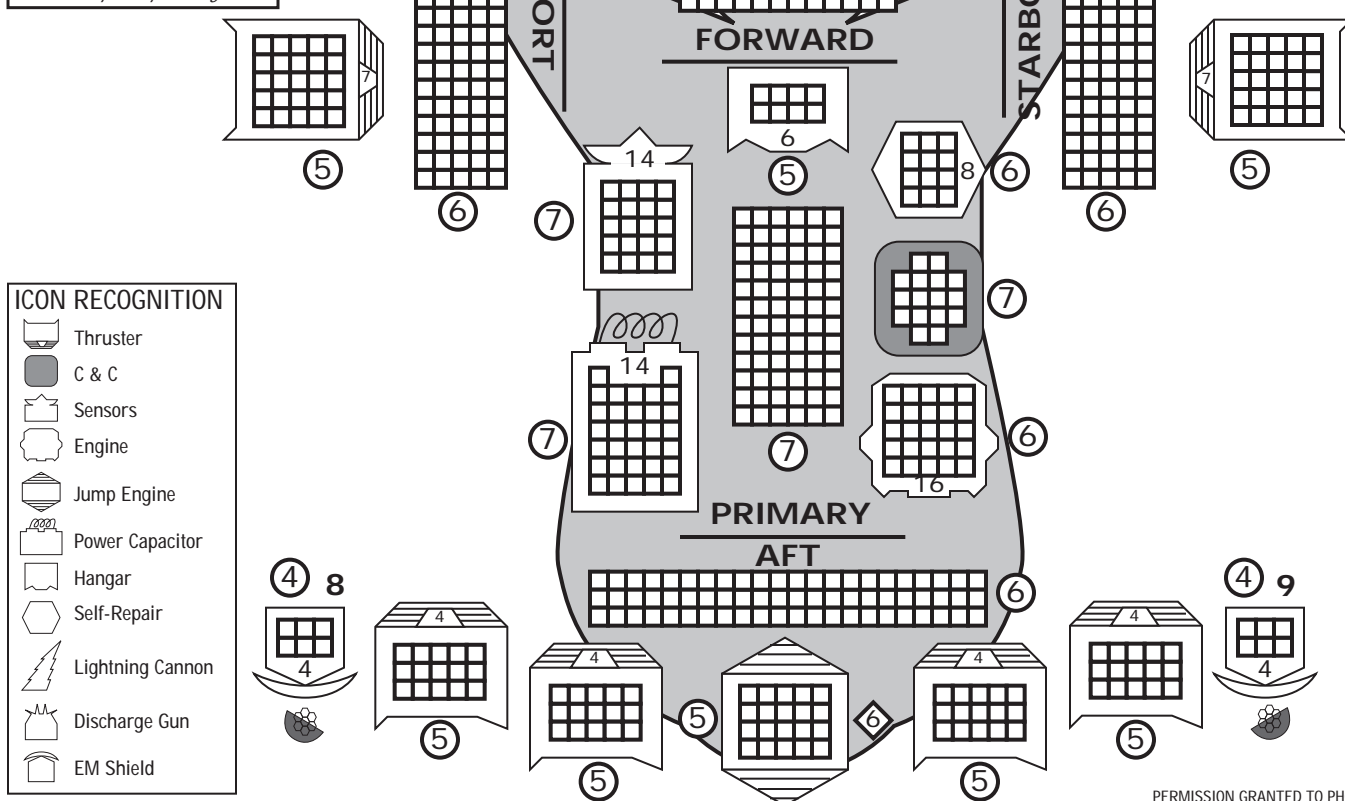
SENSOR DATA

Defensive EW

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

HANGAR

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



ICON RECOGNITION

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