

Vorlon Supercarrier

SPECS					MANEUVERING								COMBAT STATS			
Class: Capital Ship					Turn Cost: 3/2 Speed								Fwd/Aft Defense: 21 (16)			
In Service: Ancient					Turn Delay: 3/2 Speed								Stb/Port Defense: 21 (16)			
Point Value: 5300					Accel/Decel Cost: 6 Thrust								Engine Efficiency: 6/1			
Ramming Factor: 520					Pivot Cost: 5+5 Thrust								Extra Power: +0			
Jump Delay: 6 Turns					Roll Cost: 2+2 Thrust								Initiative Bonus: +2			
Speed	1	2	3	4	5	6	7	8	9	10	11	12				
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18				
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18				

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 limited by power; max 4 shots
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
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
1-3: 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
11-18: 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
1-8: Primary Struct
9: Discharge Gun
10-11: Self-Repair
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Power Capacitor
20: C & C

SPECIAL NOTES
Limited Deployment (33%)
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 (x2)
6 Fighters
24 Bombers
2 Shuttles: Thrust: 6
Armor: 4 Defense: 7/8

ADAPTIVE ARMOR: 6													
Weapon Type	Available/Assigned												
_____	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>												

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
	Discharge Gun
	EM Shield

