



# Vorlon Battle Destroyer



## SPECS

Class: Hvy Combat Vsl  
In Service: Ancient  
Point Value: 850  
Ramming Factor: 220  
Jump Delay: 12 Turns

## MANEUVERING



Turn Cost: $\frac{2}{3}$ Speed
Turn Delay: $\frac{2}{3}$ Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14 (10)  
Stb/Port Defense: 17 (13)  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +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

## AFT HITS

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

## PRIMARY HITS

1-8: Primary Structure  
9-11: Port/Stb Thrust  
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

## SENSOR DATA

## Defensive EW

Target #1

Target #2  
Target #2

Target #3  
Target #4

Target #4  
Target #5

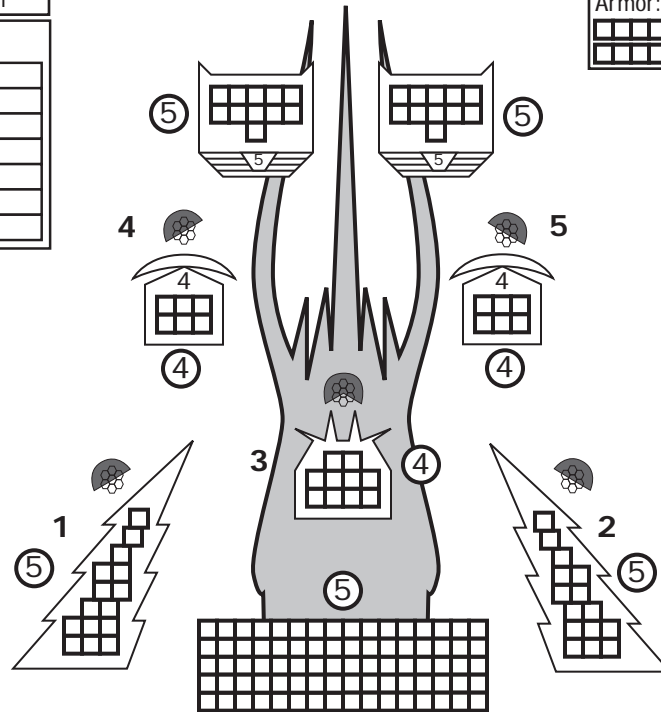
Target #6

## ADAPTIVE ARMOR: 5

Weapon Type	Available/Assigned
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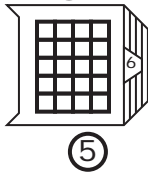
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*Note: Max 2 pts per weapon type*  
*Can have 2 points pre-assigned*

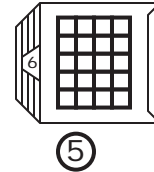


# FORWARD

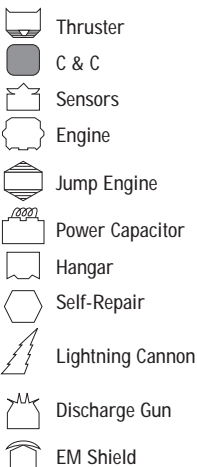
## PORT



## STARBOARD



## ICON RECOGNITION



## PRIMARY

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## AFT

