

**SPECS**

Class: Hvy Combat Vsl
In Service: Ancient
Point Value: 900
Ramming Factor: 220
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 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

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

HANGAR

12 Fighters
1 Shuttle: 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

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 Struct
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 #3
Target #4
Target #5
Target #6

ADAPTIVE ARMOR: 5

Weapon Type Available/Assigned

Weapon Type	Available/Assigned

Note: Max 2 pts per weapon type
Can have 2 points pre-assigned

ICON RECOGNITION

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

