



Vorlon Light Cruiser



SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 15 (11)					
In Service: Ancient		Turn Delay: 2/3 Speed						Stb/Port Defense: 18 (14)					
Point Value: 2500		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 4/1					
Ramming Factor: 300		Pivot Cost: 2+2 Thrust						Extra Power: +0					
Jump Delay: 10 Turns		Roll Cost: 1+1 Thrust						Initiative Bonus: +2					
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	

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/--
 Intercept Rating: -1
 Rate of Fire: 1 per turn
Note: Non-interceptable

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
5-10: Lightning Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-7: EM Shield
- 8-11: Lightning Cannon
- 12-18: 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 Structure
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.

SPECIAL NOTES

Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System

SENSOR DATA

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

ADAPTIVE ARMOR: 5

Weapon Type	Available/Assigned	

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

ICON RECOGNITION

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

