

Vorlon Asteroid Defense Grid (2)

SPECS

Class: OSAT
In Service: Ancient
Point Value: 1000 each
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +14

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

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.

SENSOR DATA

| Defensive EW | |
|--------------|--|
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

SPECIAL NOTES

Advanced Sensors
Advanced Armor

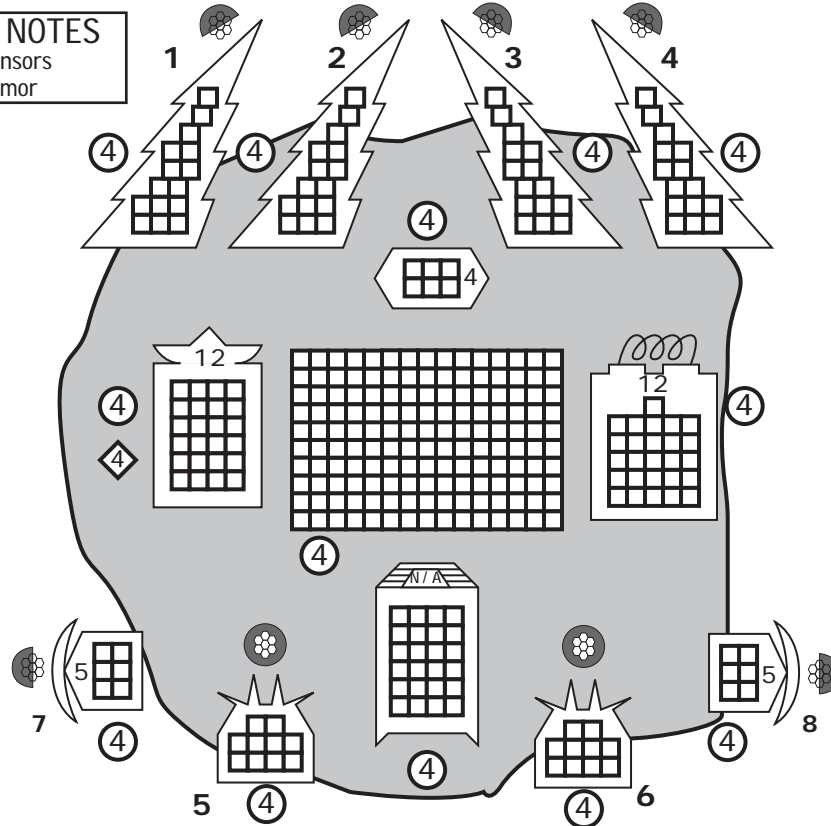
PRIMARY HITS

1-5: Primary Struct
6-7: Thruster
8-11: Lightning Cannon
12-13: Discharge Gun
14-15: EM Shield
16-17: Sensors
18-19: Power Capacitor
20: Self-Repair

ADAPTIVE ARMOR: 4

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



ADAPTIVE ARMOR: 4

| Weapon Type | Available/Assigned |
|-------------|--------------------|
| | |
| | |
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| | |

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

ICON RECOGNITION

- Thruster
- Sensors
- Power Capacitor
- Hangar
- Self-Repair
- Lightning Cannon
- Discharge Gun
- EM Shield

