

Vorlon Strike Cruiser

SPECS

Class: Capital Ship
In Service: Primordial
Point Value: 2950
Ramming Factor: 350
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 19 (16)
Engine Efficiency: 4/1
Extra Power: +0
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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Lightning Gun (Lt)
Class: Electromagnetic
Mode: Standard
Damage: 1d5+8
Range Penalty: -1 per hex
Fire Control: +4/+4/+7
Intercept Rating: -4
Rate of Fire: 2 per turn (max)
Note: Non-interceptable

Lightning Gun (Med)
Class: Electromagnetic
Mode: Raking
Damage: 1d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+3
Intercept Rating: -3
Rate of Fire: 2 per turn (max)
Note: Non-interceptable

Lightning Gun (Hvy)
Class: Electromagnetic
Mode: Raking (15), P
Damage: 2d10+32
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+0
Intercept Rating: -2
Rate of Fire: 2 per turn (max)
Note: Non-interceptable

Lightning Gun (Mega)
Class: Electromagnetic
Mode: Raking (20), P
Damage: 4d10+64
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+5
Intercept Rating: -1
Rate of Fire: 2 per turn (max)
Note: Non-interceptable

Discharge Pulsar
Class: Electromagnetic
Mode: Pulse
Damage: 12 1d3 Times
Max Pulses: 4
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+5
Intercept Rating: -2
Rate of Fire: 1 per turn
Double Power:
Damage: 18 1d3 Times

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
5-8: Lightning Gun
9-10: Discharge Pulsar
11-12: EM Shield
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-10: Lightning Gun
11-18: 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 Struct
11-12: Self-Repair
13-14: Sensors
15-16: Engine
17-19: Power Capacitor
20: C & C

Note: Lightning guns are part of both the front and appropriate side sections.

ADAPTIVE ARMOR: 5

Weapon Type	Available/Assigned

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

SPECIAL NOTES

Advanced Sensors
Advanced Armor
Advanced Jump Drive
Gravitic Drive System
Vorlon Ship Petals

SENSOR DATA

Defensive EW

Target #1

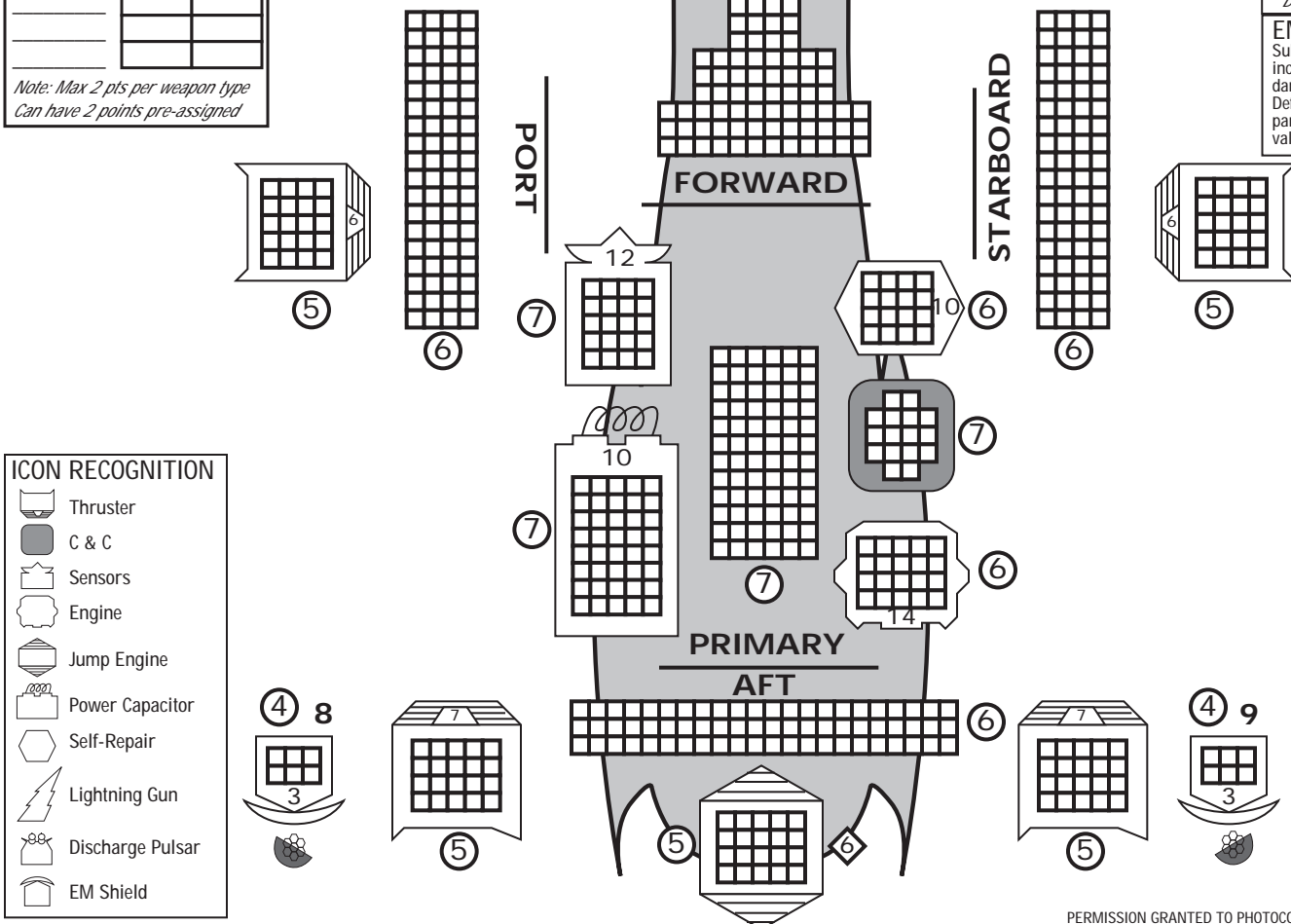
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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