

Heavy Carrier

Vorlon Empire



1

Specs	
Class	Cap
Point value	3250
Deployment	-
In service	Ancient

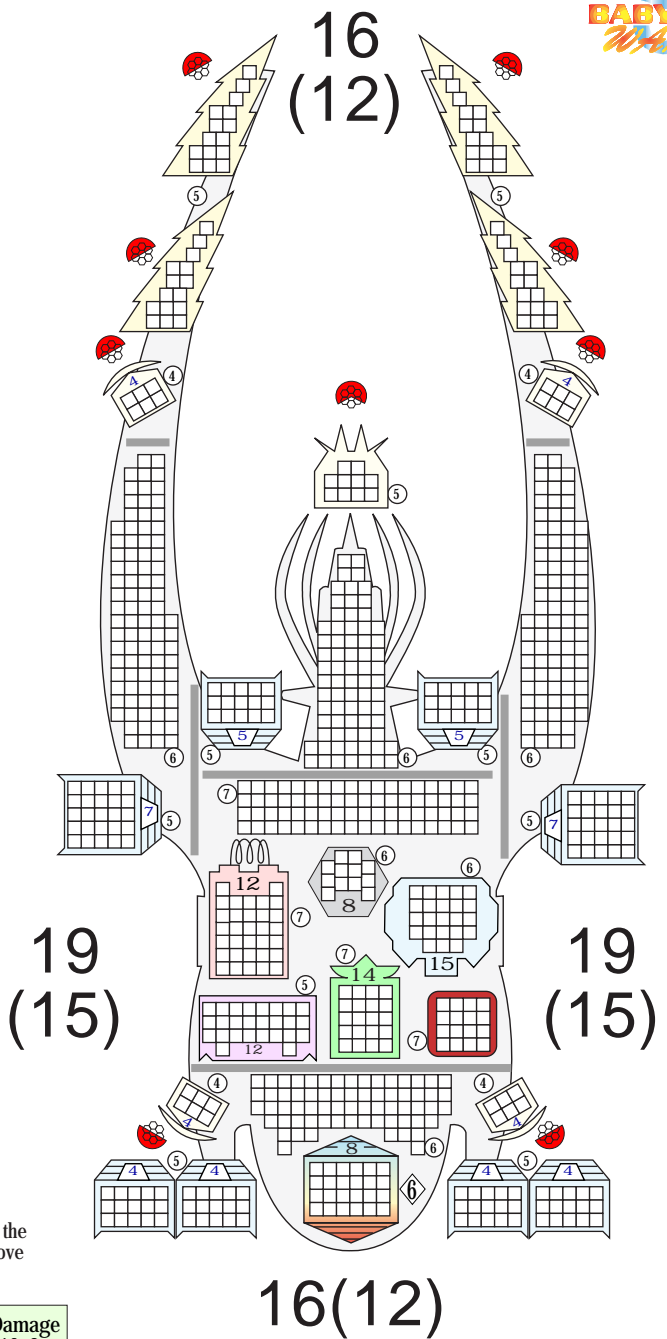
Hangar	
Launch:	12/tum
Fighters	24
Shuttles	2

Stats	
Engine Effic.	4/1
Pivot	3
Roll	1
Ramming	380

Adaptive Armour	
6 points	
3 pre-assigned	
max 3 per type	
Particle	---
Laser	---
Plasma	---
Molecular	---
Matter	---
Anti-matter	---
Electro-mag	---
Gravitic	---
Ballistic	---

Foreward hits	
1-4	: Retro thruster
5-8	: Lightning cannon
9-10	: Discharge gun
11-12	: EM shield
13-18	: Structure
19-20	: PRIMARY hit
Aft Hits	
1-6	: Main thruster
7-8	: Jump drive
9-10	: EM shield
11-18	: Structure
19-20	: PRIMARY hit
Side Hits	
1-6	: Side thruster
7-10	: Lightning cannon
11-18	: Structure
19-20	: PRIMARY hit
PRIMARY HITS	
1-9	: Structure
10-11	: Self repair
12-13	: Sensors
14-15	: Engine
16-17	: Hangar
18-19	: Power Capacitor
20	: C&C

Note:
Need to destroy both the front and side to remove Lightning Canons



WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Lightning cannon (Lgt)	e/m	-4	1	R(10)	-1 / hex	+5/+5/+8	d10+8
Lightning cannon (Med)	e/m	-3	1	R(10)	-1/2 hexes	+5/+5/+4	2d10+16
Lightning cannon (Hvy)	e/m	-2	1	R(15)	-1/3hexes	+5/+5/+0	4d10+32
Lightning cannon (Mega)	e/m	-1	1	R(20)	-1/4hexes	+5/+5/-	8d10+64
Discharge gun	e/m	-2	1 to 4	R	-1/2 hexes	+2/+3/+4	2d10+2
					double power		3d10+3
					triple power		4d10+4

Speed (accn) (4)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Turn cost	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Turn delay	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
No. of turns	1+	2+	3+7	4	3+1	2+4	2+2	2	1+7	1+6	1+5	1+4	1+3	1+2	1+1	

SPECIALS
Gravitic Drive
Adv Sensors
Adv Armour
Adv Jump drive
Double repair

Capacitor	Repaired
Max = 32 : Recharge = 12	Max = 120

System	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+2													
EW / Thrust bought														
EW / Thrust total	14 / 15													
Defensive EW														
CCEW														
Target 1														
Target 2														
Target 3														
Target 4														
Target 5														
Speed														
Pivot														
Slide														