

Light Carrier Vorlon Empire

3



14 (10)

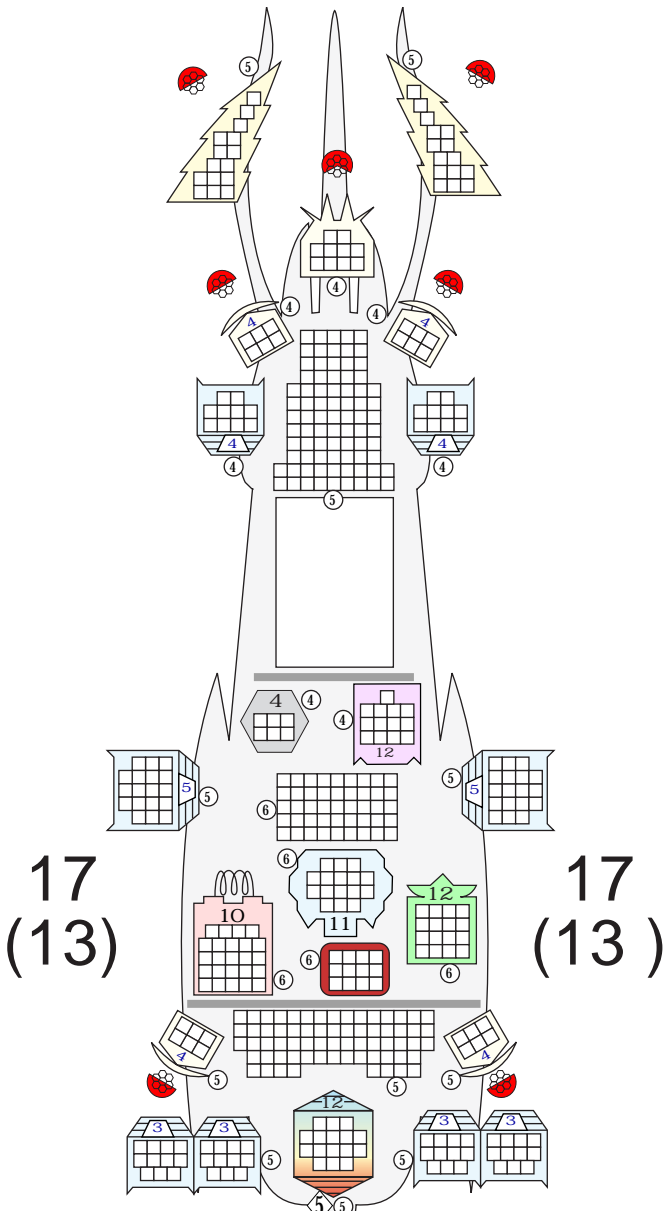
Specs	
Class	HCV
Point value	900
Deployment	-
In service	Ancient

Hangar	
Launch:	12/tum
Fighters	12
Shuttles	1

Stats	
Engine Effic.	3/1
Pivot	2
Roll	1
Ramming	220

Adaptive Armour	
5 points	
2 pre-assigned	
max 2 per type	
Particle	---
Laser	---
Plasma	---
Molecular	---
Matter	---
Anti-matter	---
Electro-mag	---
Gravitic	---
Ballistic	---

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



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
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

* Requires power for each shot
^ Non-interceptable

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

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

Capacitor	Repaired
Max = 24 : Recharge = 10	Max = 60

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