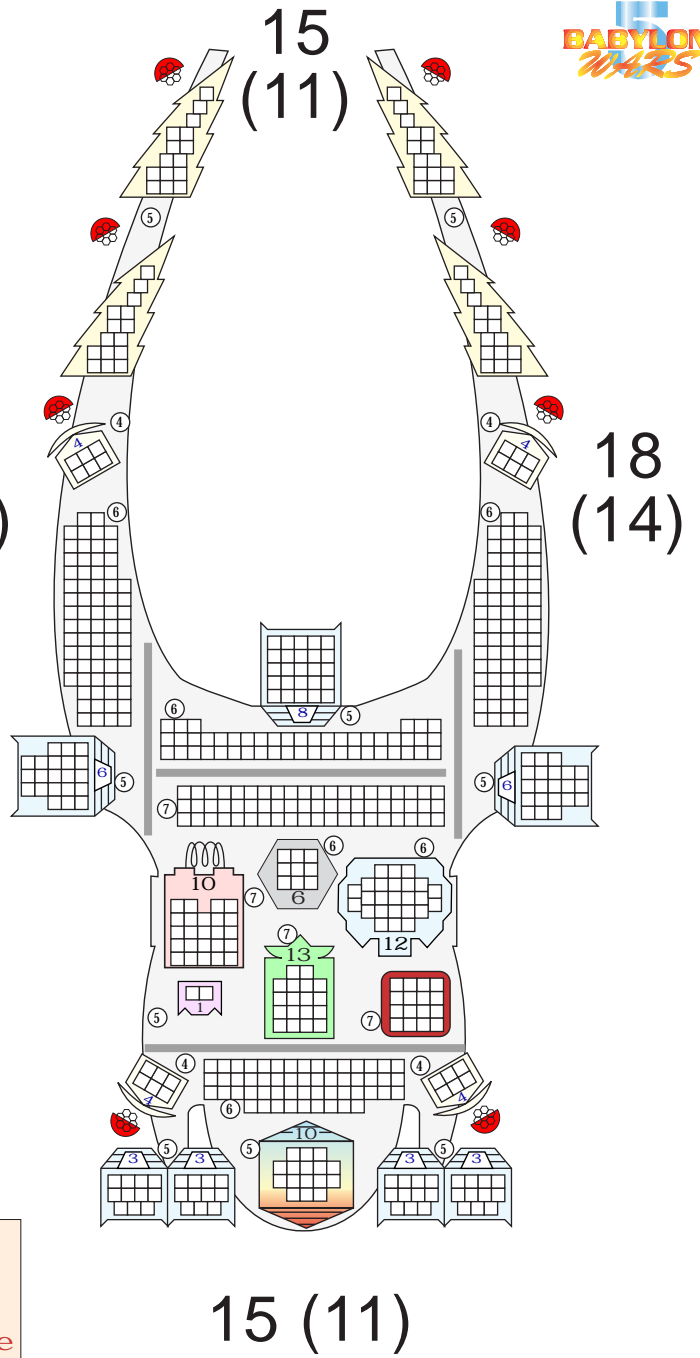


Light Cruiser Vorlon Empire



1



Specs	
Class	Cap
Point value	2500
Deployment	-
In service	Ancient

Hangar	
Launch:	1/tum
Fighters	0
Shuttles	2

Stats	
Engine Effic.	4/1
Pivot	2
Roll	1
Ramming	300

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
5-10	: Lightning cannon
11-18	: Structure
19-20	: PRIMARY hit
Side Hits	
1-5	: Side thruster
6-7	: EM shield
8-11	: Lightning cannon
12-18	: 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	
1-10	: Structure
11-12	: Self repair
13-14	: Sensors
15-16	: Engine
17	: Hangar
18-19	: Reactor
20	: C&C

SPECIALS	
Gravitic Drive	
Adv Sensors	
Adv Armour	
Adv Jump drive	

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

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

Capacitor
Max = 24 : Recharge = 10

Repaired
Max = 90

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