

Dreadnought Variant (Uncommon)

Version 2: 2E/SF

Name: _____

Counter: _____



Vorlon Escort Dreadnought

SPECS
 Class: Capital Ship
 In Service: Ancient
 Point Value: 4500
 Ramming Factor: 520
 Jump Delay: 6 Turns

MANEUVERING
 Turn Cost: 3/2 Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 6 Thrust
 Pivot Cost: 5+5 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS
 Fwd/Aft Defense: 18 (13)
 Stb/Port Defense: 21 (16)
 Engine Efficiency: 6/1
 Extra Power: +0
 Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

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

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

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

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 or more per turn limited by power; max 4 shots

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.

FORWARD HITS
 1-3: Retro Thrust
 4-6: Lightning Cannon
 7-10: Discharge Gun
 11-13: EM Shield
 14-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS
 1-4: Port/Stb Thrust
 5-8: Lightning Cannon
 9-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Jump Drive
 9: Discharge Gun
 10-12: EM Shield
 13-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS
 1-10: Primary Struct
 11-12: Self-Repair
 13-14: Sensors
 15-16: Engine
 17: Hangar
 18-19: Power Capacitor
 20: C & C

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

SPECIAL NOTES
 Limited Deployment (33%)
 Advanced Sensors
 Advanced Armor
 Advanced Jump Drive
 Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ADAPTIVE ARMOR: 6

Weapon Type	Available/Assigned

Note: Max 3 pts per weapon type
 Can have 3 points pre-assigned

ICON RECOGNITION

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

