

Va'Tao Variant (Uncommon) Name: _____ Counter: _____



Tolkid Sorden Battlecruiser

SPECS

Class: Capital Ship
In Service: 1518
Point Value: 300
Ramming Factor: 250
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

Version 1.0: 2E/Fate

WEAPON DATA

Laser Cannon

Class: Laser
Modes: Raking (7)
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +3/-1/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Repeating Cannon

Class: Projectile
Modes: Pulse
Damage: 1d10+5 2 Times
Maximum Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+0/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Repeating Cannon

Class: Projectile
Modes: Pulse
Damage: 1d6+5 2 Times
Maximum Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Repeating Cannon

Class: Projectile
Modes: Pulse
Damage: 1d3+4 2 Times
Maximum Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -2 per hex
Fire Control: +1/+0/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Fuel Cell
- 7-9: Laser Cannon
- 10-12: Hvy Repeat Cannon
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5: Fuel Cell
- 6-7: Repeating Cannon
- 8-9: Lt Repeat Cannon
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: Fuel Cell
- 8-11: Hvy Repeat Cannon
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Sensors
- 12-14: Engine
- 16-17: Hangar
- 17-19: Reactor
- 20: C & C

SPECIAL NOTES

Ammo Storage Level 2
Hybrid Power System
(Fission/Fuel Cell Reactors)
Antiquated Sensors

SENSOR DATA

Defensive EW

Target #1

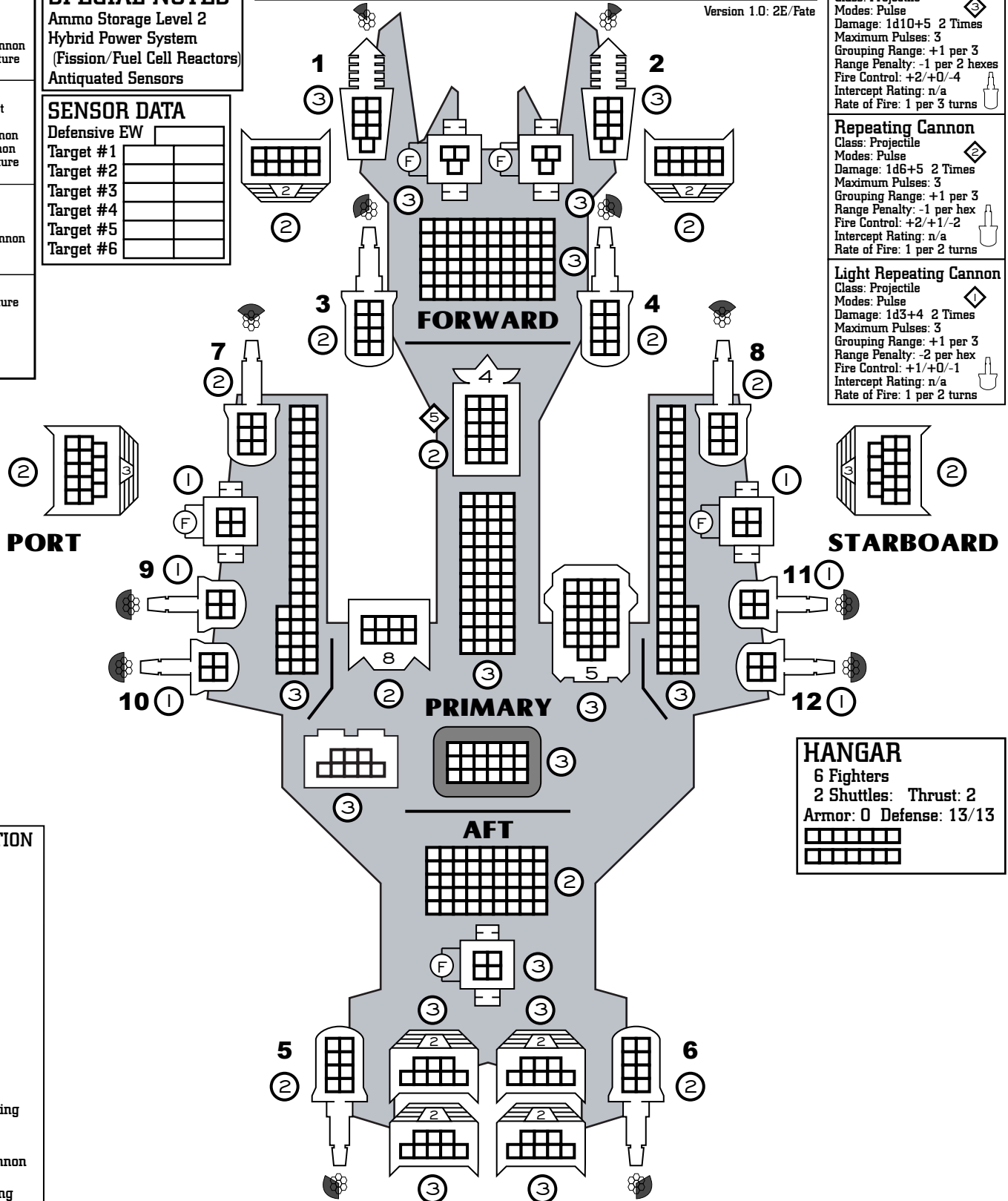
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Fuel Cell
- Hangar
- Laser Cannon
- Heavy Repeating Cannon
- Repeating Cannon
- Light Repeating Cannon

HANGAR

6 Fighters
2 Shuttles: Thrust: 2
Armor: 0 Defense: 13/13

Design by Paul Brown