

<b>Vorlon Empire - Battle</b>		Name / Crew Quality				
<b>Vorlon Destroyer</b>		Speed				
		<b>7</b>	<b>7</b>	<b>7</b>		
Service date Until 2261		Hull Damage				
Hull 5		<b>120</b>	<b>120</b>	<b>120</b>		
Turns 1/90°						
Craft						
Special Adaptive Armour Advanced Jump Point Flight Computer Self-Repair 3d6						
WEAPON NAME RANGE AD SPECIAL						
Boresight						
Forward						
Discharge Gun 18 8 AP/B/DD/P						
Port						
Starboard						
Aft						
Boresight (Aft)						
Turret						
<p>Every Auxiliary Craft that moves within 2" of a Vorlon ship that is not performing a Special Action will automatically suffer a 1AD Anti-Fighter attack every turn. This occurs at the end of the movement phase. Vorlon and Shadow fighters are immune.</p>		<b>CRITICAL HITS</b>				
		1-2	ENGINE CRITICALS	Dam.	Crew	Effect
		1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED
		3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED
		5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED
		6	ENGINES DISABLED	+3	+1	0 SPEED, NO SPECIAL ACTIONS
		3	REACTOR CRITICALS	Dam.	Crew	Effect
		1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED
		4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS
		6	REACTOR EXPLOSION	+3	+4	0 SPEED, NO SPECIAL ACTIONS
		4	WEAPON CRITICALS	Dam.	Crew	Effect
		1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD
		4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE
		5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC
		6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE
		5	CREW CRITICALS	Dam.	Crew	Effect
		1-2	FIRE	+0	+2	-
		3-4	MULTIPLE FIRES	+0	+3	-
		5	LOCALIZED DECOMPRESSION	+1	+3	-
		6	HULL BREACH	+2	+4	-
6	VITAL SYSTEMS CRITICALS	Dam.	Crew	Effect		
1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS		
2	ENGINEERING	+4	+3	NO DAMAGE CONTROL		
3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC		
4	SECONDARY EXPLOSIONS	+106	+106	-		
5	REACTOR IMPLOSION	+206	+406	-		
6	CATASTROPHIC EXPLOSION	406	+206	-		
		<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>				
All Content Copyright © Mongoose Publishing 2003						