

Name: _____ Counter: _____



Tolkid Varella Cruiser

SPECS

Class: Capital Ship
In Service: 1482
Point Value: 200
Ramming Factor: 175
Jump Delay: N/A

MANEUVERING

Turn Cost: 1x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +2
Initiative Bonus: +0

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

Version 2.0: 2E/Fate

WEAPON DATA

Heavy Autocannon
Class: Projectile
Modes: Raking (6)
Damage: 3d6+12
Range Penalty: -2 per 3 hexes
Fire Control: +2/-1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Autocannon

Class: Projectile
Modes: Raking (5)
Damage: 2d6+8
Range Penalty: -1 per hex
Fire Control: +2/+0/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Gatling Cannon

Class: Projectile
Modes: Raking (2)
Damage: 2d3+2
Range Penalty: -3 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
(vs Ballistic only)
Rate of Fire: 1 per turn

HANGAR

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

FORWARD HITS

1-3: Retro Thrust
4: Fuel Cell
5-7: Heavy Autocannon
8-9: Gatling Cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Fuel Cell
6-8: Heavy Autocannon
9-10: Autocannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Fuel Cell
20: C & C

SPECIAL NOTES

Ammo Storage Level 2
Fuel Cell Reactors
Antiquated Sensors

SENSOR DATA

Defensive EW

Target #1

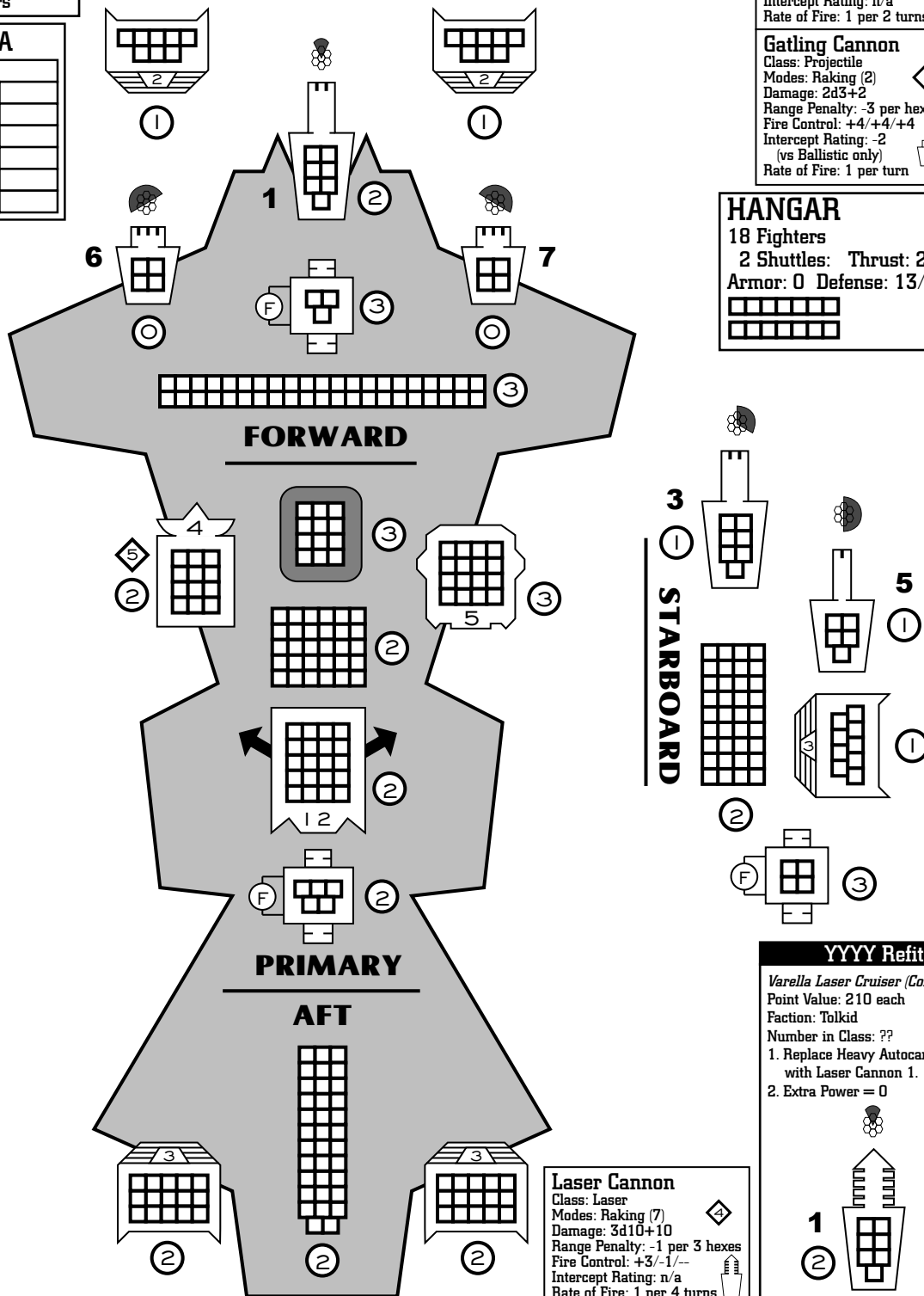
Target #2

Target #3

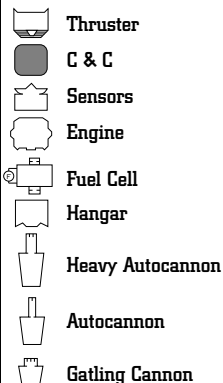
Target #4

Target #5

Target #6



ICON RECOGNITION



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

YYYY Refit

Varella Laser Cruiser (Common)
Point Value: 210 each
Faction: Tolkid
Number in Class: ??
1. Replace Heavy Autocannon 1 with Laser Cannon 1.
2. Extra Power = 0

