

Vulcan T'Pau Defense Cruiser



2ND EDITION

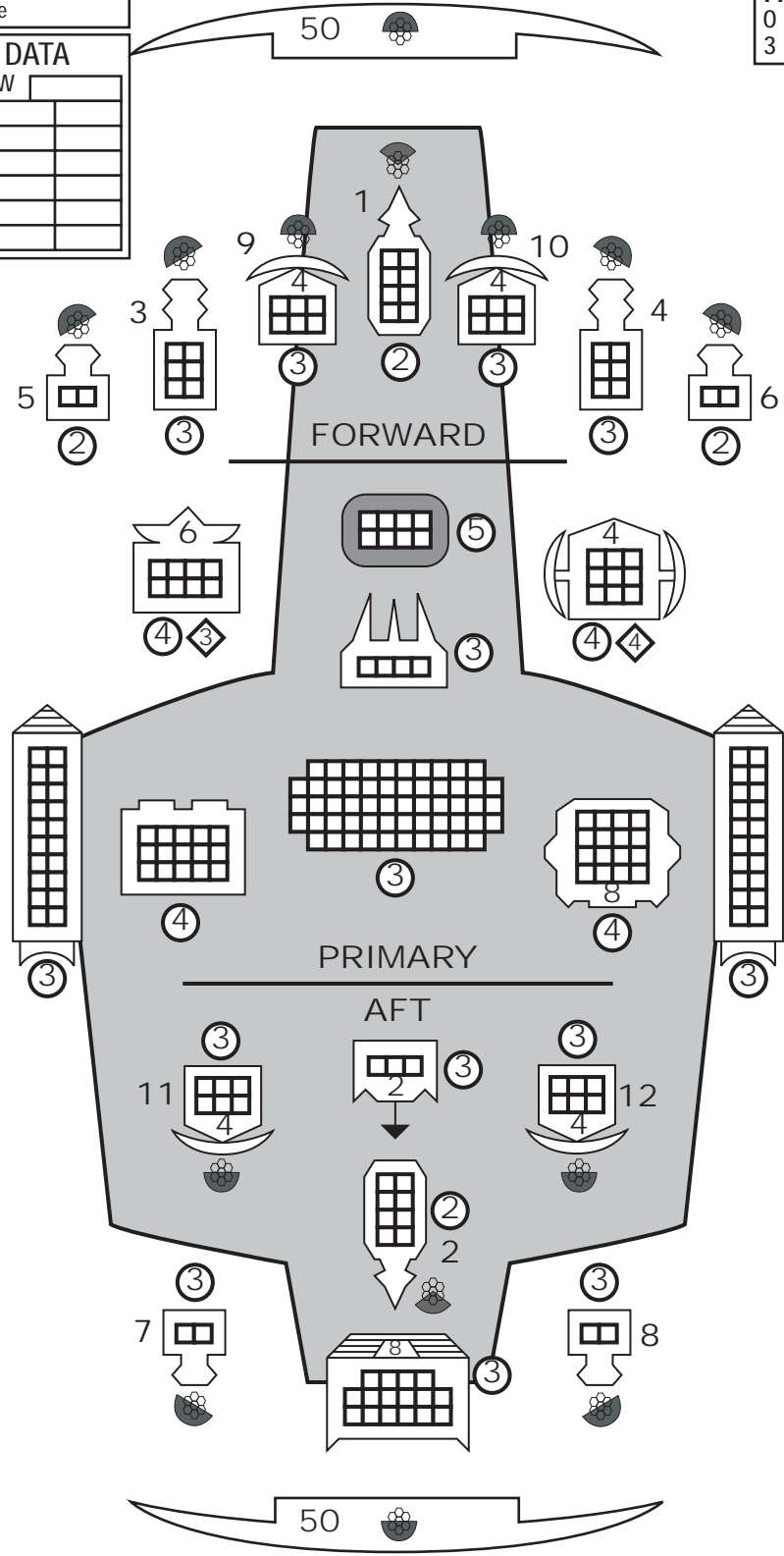
SPECS Class: Medium Ship In Service: 2331 Point Value: 450 Ramming Factor: 60 Warp Delay: 5 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 11 Stb/Port Defense: 13 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA Medium Phaser Bank Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4
Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Point Defense Phaser Class: Molecular Mode: Standard Damage: 1d10 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -3 Rate of Fire: 1 per turn
Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

HANGAR
0 Fighters
3 Shuttles

FORWARD HITS 1-3: Deflector Shield 4-5: Photon Torpedo 6-7: Medium Phaser 8-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-7: Deflector Shield 8-9: Light Phaser 10: Hangar 11-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-5: Warp Engine 6-9: Troop Quarters 10-11: Tractor Beam 12-13: Shield Generator 14-15: Sensors 16-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES Gravitic Drive System Impulse Drive	
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Marine Barracks
Medium Phaser
Photon Torpedo
Light Phaser