



# Vulcan D'Kyr Heavy Combat Cruiser

## SPECS

Class: Capital Ship  
 In Service: 2148  
 Point Value: 480  
 Ramming Factor: 180  
 Warp Delay: 9 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 4+4 Thrust  
 Roll Cost: 3+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
 Stb/Port Defense: 16  
 Engine Efficiency: 3/1  
 Extra Power: +0  
 Initiative Bonus: +0

## WEAPON DATA

**Heavy Phase Cannon**  
 Class: Particle  
 Modes: R, S  
 Damage: 3d10+8  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/+0  
 Intercept Rating: -1  
 Rate of Fire: 1 per 3 turns

## Phase Cannon

Class: Particle  
 Modes: R, S  
 Damage: 2d10+8  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+1/+1  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

## Light Phase Cannon

Class: Particle  
 Modes: Standard  
 Damage: 1d10+3  
 Range Penalty: -1 per hex  
 Fire Control: +1/+1/+1  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

## Early Photon Torpedo

Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+6  
 Max X: 10  
 Range Penalty: -1 per 3 hexes  
 Max Range: 30 hexes  
 Fire Control: +2/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

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

**FORWARD HITS**  
 1-3: Deflector Shield  
 4-6: Hvy Phase Cannon  
 7-8: Phase Cannon  
 9-17: Forward Structure  
 18-20: PRIMARY Hit

**SIDE HITS**  
 1-2: Phase Cannon  
 3-5: Photon Torpedo  
 6-8: Warp Engine Ring  
 9-17: Port/Stb Structure  
 18-20: PRIMARY Hit

**AFT HITS**  
 1-5: Impulse Thruster  
 6-9: Deflector Shield  
 10-11: Light Phase Cannon  
 12-17: Aft Structure  
 18-20: PRIMARY Hit

**PRIMARY HITS**  
 1-6: Primary Structure  
 7-8: Warp Engine Ring  
 9: Tractor Beam  
 10-11: Shield Generator  
 12-13: Sensors  
 14-15: Hangar  
 16-17: Engine  
 18-19: Reactor  
 20: C&C

Note: Warp engines ring is part of both port/starboard sides and primary structure.

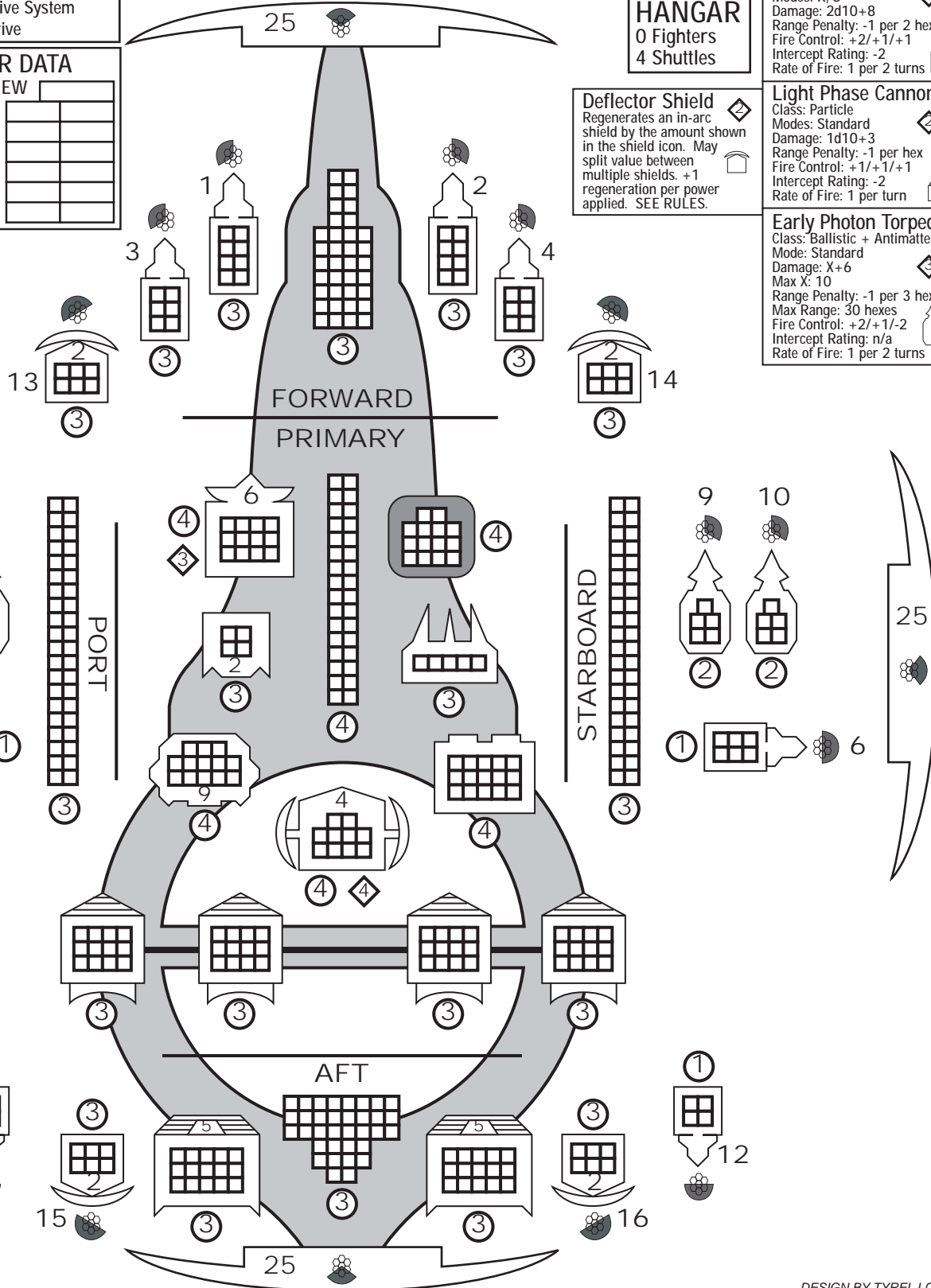
**SPECIAL NOTES**  
 Gravitic Drive System  
 Impulse Drive

**SENSOR DATA**

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

**HANGAR**  
 0 Fighters  
 4 Shuttles

**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.



**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine Ring
- Heavy Phase Cannon
- Phase Cannon
- Light Phase Cannon
- Early Photon Torpedo