



Vulcan Sh'Ran Combat Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2145	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 4+4 Thrust	Extra Power: +0
Warp Delay: 9 Turns	Roll Cost: 2+0 Thrust	Initiative Bonus: +6
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 2 2 3 4 4 5 6 6 7 8 8	

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

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Photon Torpedo
6-7:	Hvy Phase Cannon
8-9:	Phase Cannon
10-11:	Lt Phase Cannon
12-17:	Forward Structure
18-20:	PRIMARY Hit

AFT HITS	
1-3:	Impulse Thruster
4-6:	Deflector Shield
7-8:	Phase Cannon
9-11:	Warp Engine Ring
12-17:	Aft Structure
18-20:	PRIMARY Hit

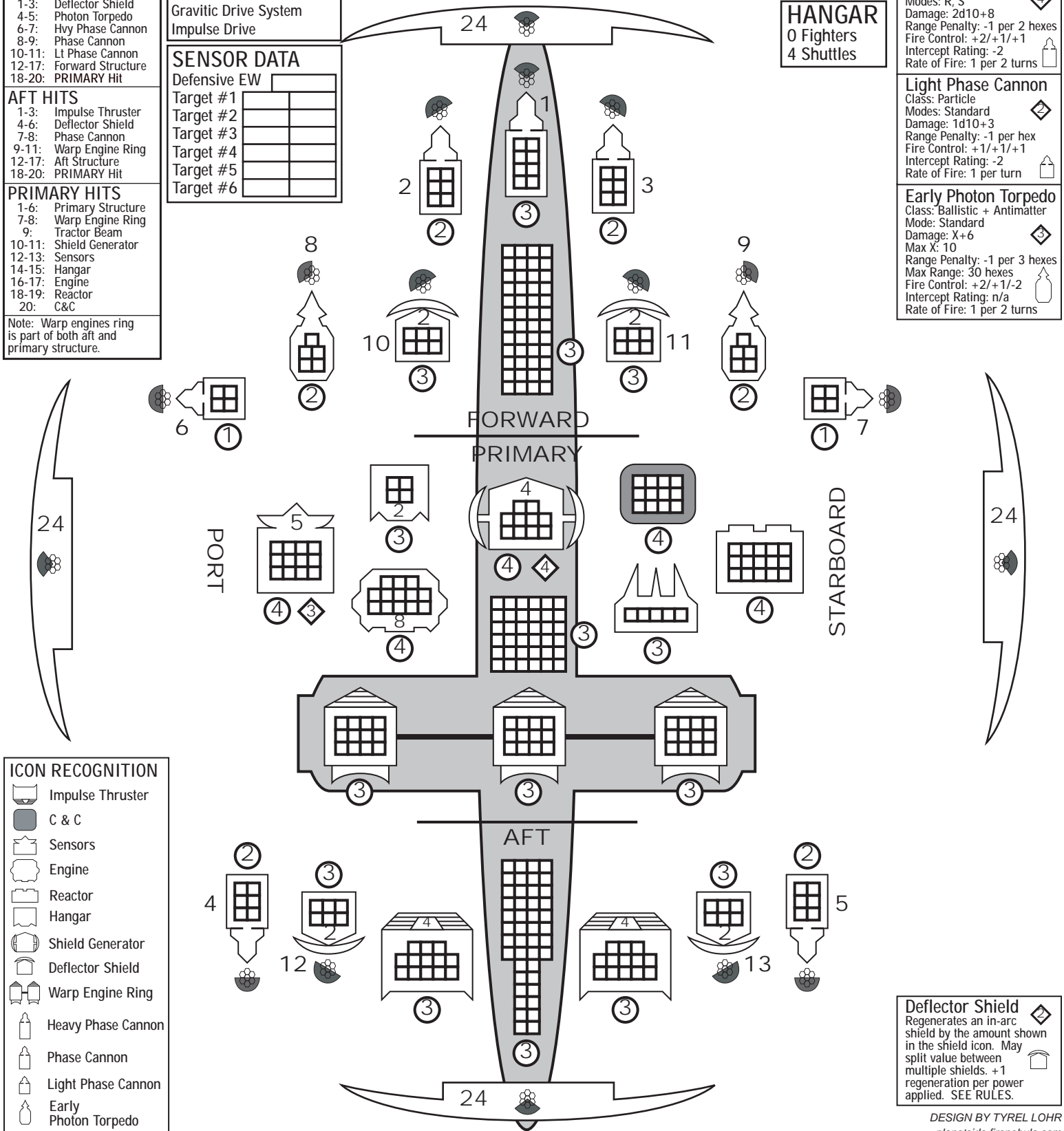
PRIMARY HITS	
1-6:	Primary Structure
7-8:	Warp Engine Ring
9:	Tractor Beam
10-11:	Shield Generator
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

Note: Warp engines ring is part of both aft 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



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

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.