



Vulcan D'Vahl Long Range Explorers (4)

SPECS

Class: Lt. Combat Vsl
 In Service: 1884
 Point Value: 110 each
 Ramming Factor: 30
 Warp Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 12
 Engine Efficiency: 1/1
 Extra Power: +0
 Initiative Bonus: +14

WEAPON DATA

Light Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 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.

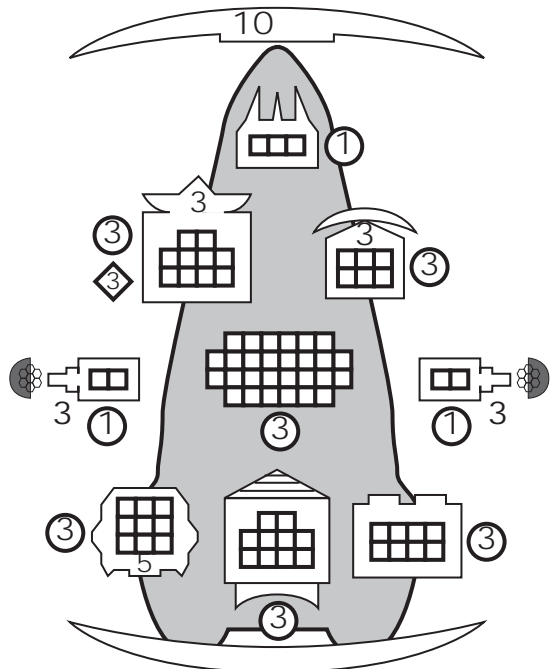
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

HIT LOCATIONS

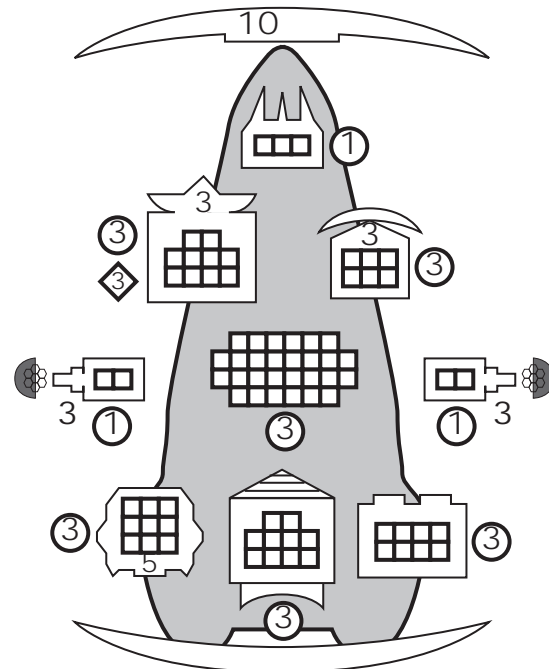
- 1-9: Structure
- 10-11: Warp Engine
- 12-13: Lt Particle Beam
- 14: Tractor Beam
- 15-16: Drive
- 17: Reactor
- 18: Control
- 19-20: Deflector Shield

SPECIAL NOTES

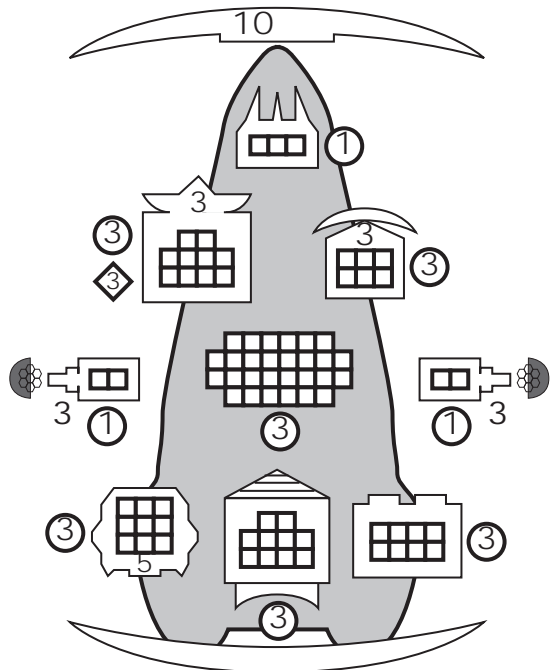
- Agile Ship
- Atmospheric Capable
- Gravitic Drive System
- Impulse Drive



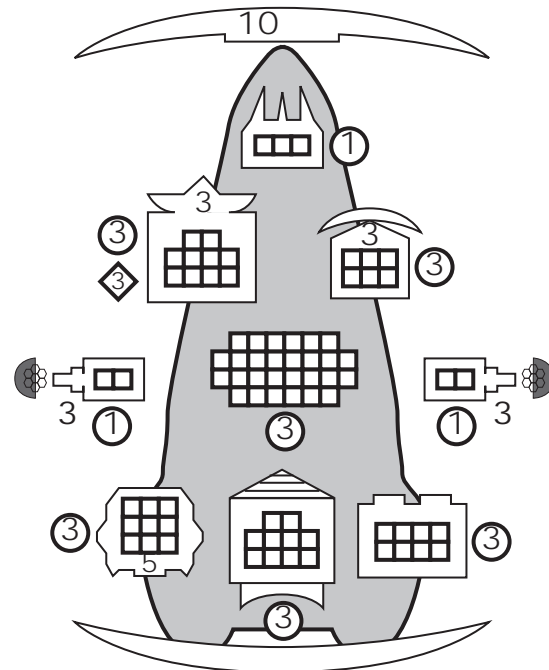
← EXPLORER #1



EXPLORER #2 →



← EXPLORER #3



EXPLORER #4 →

ICON RECOGNITION

- 📦 Cargo
- ⚙️ Reactor
- 🚀 Warp Engine
- ⚙️ Drive
- 🛡️ Deflector Shield
- 🔫 Lt Particle Beam