

# Vux Intruder



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Cmbt Vsl	Turn Cost: 1x Speed	Fwd/Aft Def: 14
In Service: N/A	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: ???	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 5/1
Ramming Factor: 160	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 12	Roll Cost: 3+3 Thrust	Initiative Bonus: +3
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

## WEAPON DATA

**Vux Laser**  
 Class: Laser  
 Modes: R, S  
 Damage: 4d10+20  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Light Laser Cannon**  
 Class: Laser  
 Mode: Standard  
 Damage: 2d10+7  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Vux Limpet**  
 Class: Ballistic  
 Mode: Special  
 Damage: -1 thrust rating on thruster  
 Range Penalty: -1 per hex  
 Fire Control: +4/+3/+1  
 Intercept Rating: n/a  
 Rate of Fire: 2 per turn

Notes: Roll a d10 for each limpet that strikes. On a 1-6 it attaches to a thruster on the arc it struck. On a 7-10 the limpet attaches to a random thruster. Roll a d6 then, on a 1-2 it attaches to the left of the current arc, on a 3-4 to the right, and no a 5-6 it attaches to the far side arc.

**FORWARD HITS**  
 1-4: Retro Thrust  
 5-9: Vux Laser  
 10-11: Lt Laser Cannon  
 12-18: Forward Struct  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-4: Main Thrust  
 5-9: Vux Limpets  
 10-18: Aft Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-7: Primary Struct  
 8-9: Port/Stb Thrust  
 10-11: Sensors  
 12-13: Jump Engine  
 14-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## SPECIAL NOTES

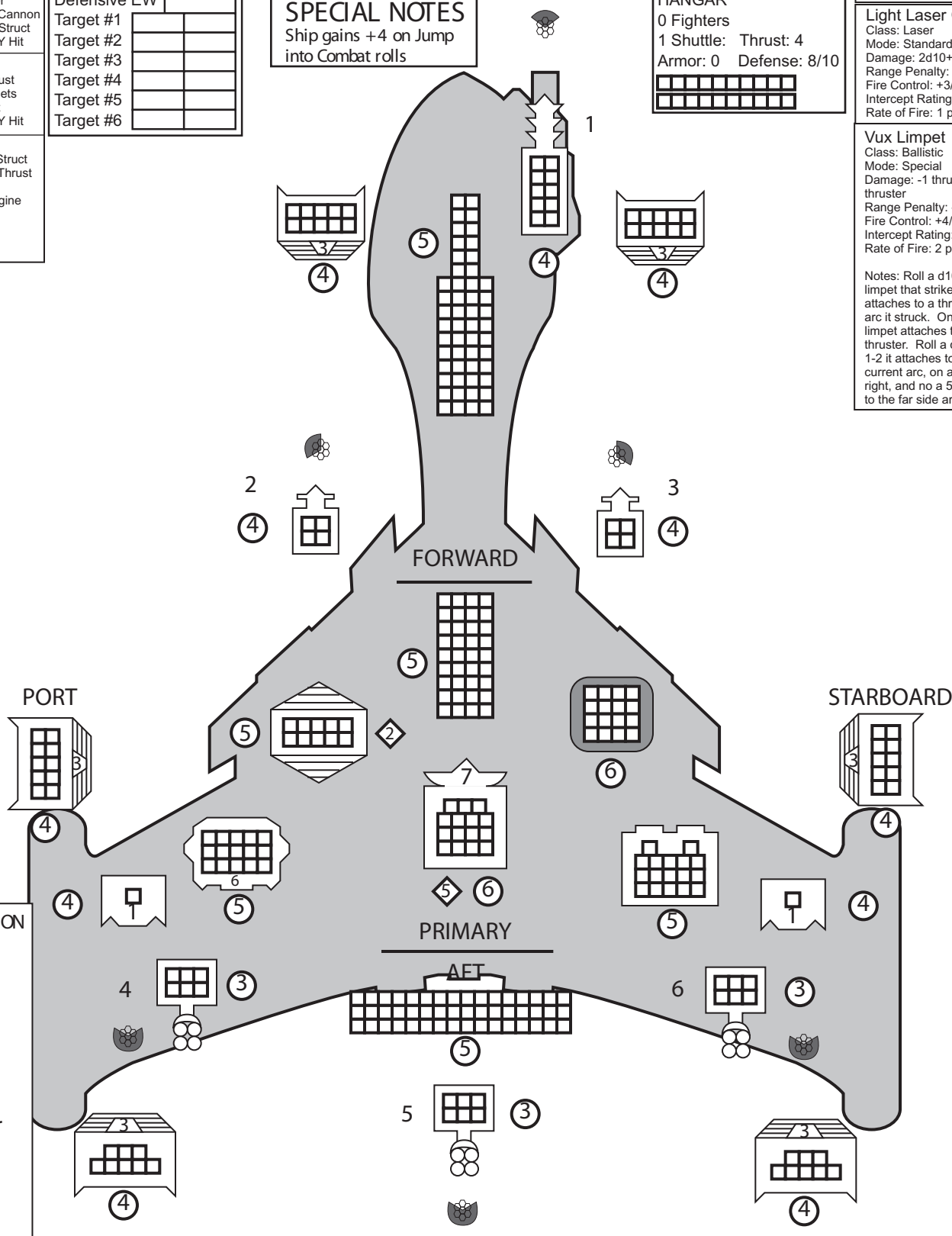
Ship gains +4 on Jump into Combat rolls

## HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Vux Laser
- Lt Laser Cannon
- Limpet