



Vulcan Surak Light Cruiser

SPECS

Class: Medium Ship
 In Service: 2122
 Point Value: 240
 Ramming Factor: 70
 Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 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

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

Class-S0 Missile Rack

Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

Spatial (Light) Missile

Mode: Standard
 Damage: 12
 Max Range: 15 hexes
 Fire Control: n/a
 Interception Rating: n/a

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.



FORWARD HITS
 1-3: Deflector Shield
 4-5: Phase Cannon
 6-7: Missile Rack
 8-16: Forward Structure
 17-20: PRIMARY Hit

AFT HITS
 1-3: Impulse Thruster
 4-6: Deflector Shield
 7: Phase Cannon
 8-10: Warp Engine Ring
 11-16: Aft Structure
 17-20: PRIMARY Hit

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

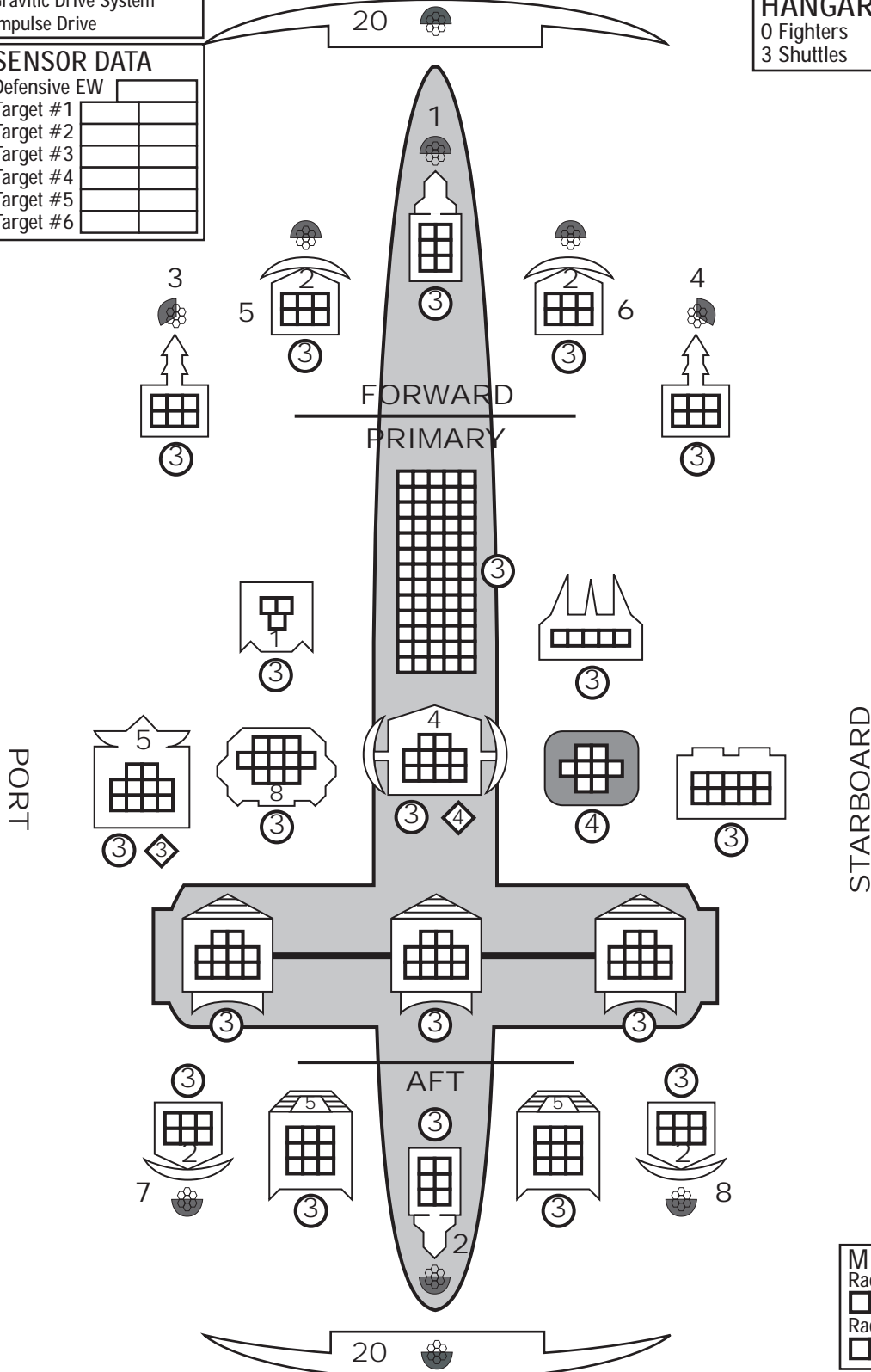
Note: Warp engines ring is part of both aft and primary structure.

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
 3 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine Ring
- Phase Cannon
- Class-S0 Missile Rack

MISSILES

Rack #3

Rack #4