Vulcan Ti'Mur Science Cruiser

SPECS
Class: Medium Ship
In Service: 2130
Point Value: 265
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

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.

HANGAR
0 Fighters
3 Shuttles

FORWARD HITS
- 1-3: Deflector Shield
- 4-6: Phase Cannon
- 7-16: 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: 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
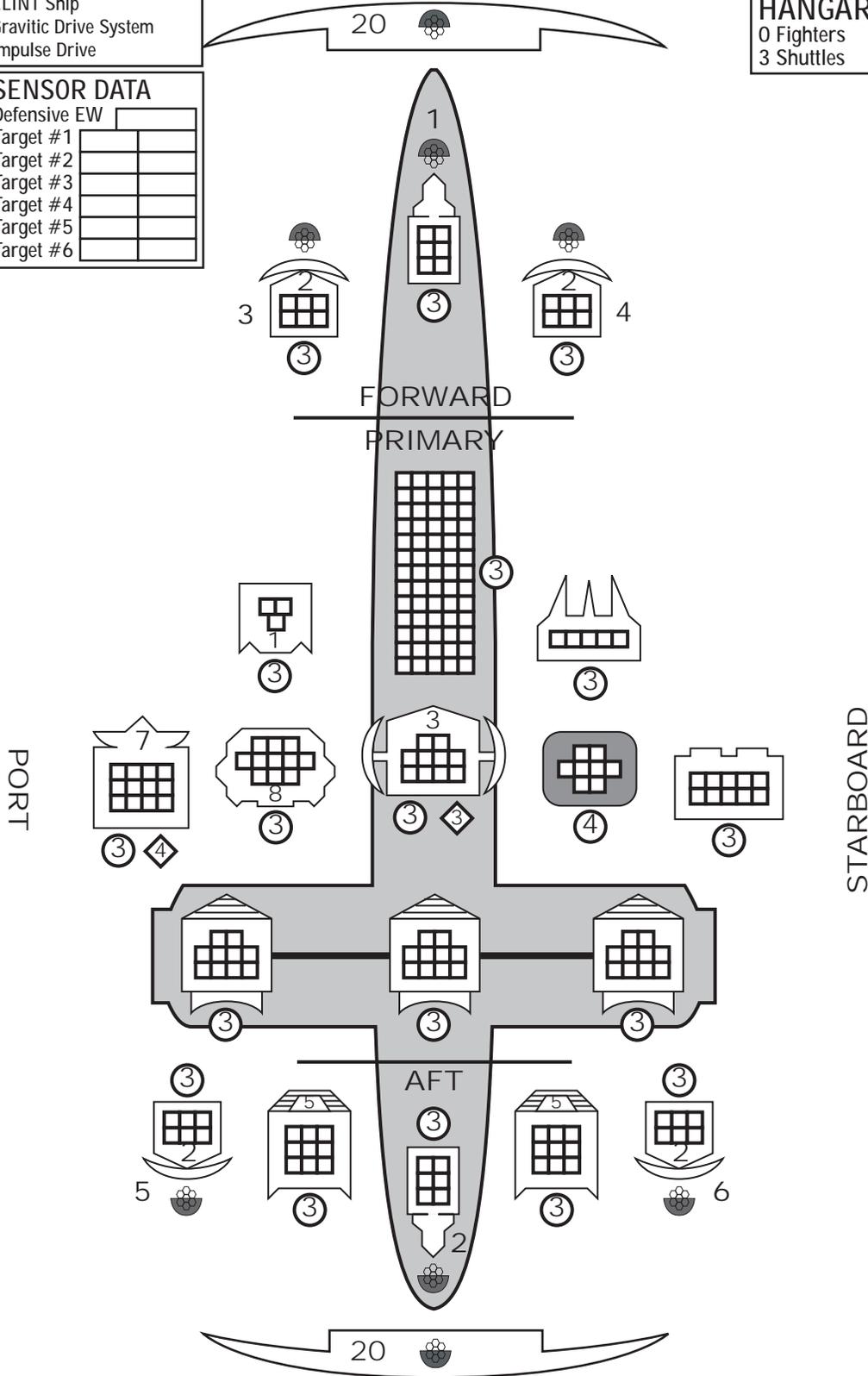- 16-17: Engine
- 18-19: Reactor
- 20: C&C

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

SPECIAL NOTES
ELINT Ship
Gravitic Drive System
Impulse Drive

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

FORWARD
PRIMARY

PORT

STARBOARD

AFT

20

20

1

2

3

4

5

6

7

8

ICON RECOGNITION
- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine Ring
- Phase Cannon