

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Attarn Vanguard Light Cruiser

## SPECS

Class: Capital Ship  
In Service: 1993  
Point Value: 600  
Ramming Factor: 290  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

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

## FORWARD HITS

1-2: Chatter  
3-10: Dual Med Bil-pro  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Retro thrust  
5-7: Dual Med Bil-pro  
8-11: Chatter  
12-14: Port/stb thrust  
15-18: Port/stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-8: Dual Med Bil-pro  
9-10: Light Bil-pro  
11-12: chatter  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Magazine  
11-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## HANGAR

0 Fighters  
4 Cargo Shuttles: Thrust: 3  
Armor: 0 Defense: 10/12


## WEAPON DATA

### Medium Bil-Pro Cannon Battery

Class: Bil-Pro  
Mode: Standard  
Damage: 2d10+7  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-  
Intercept Rating: --  
Rate of Fire: 2 per 2 turns  
OR  
High Explosive Round  
Mode: Flash  
Damage: 2d10+2

### Light Bil-Pro Cannon

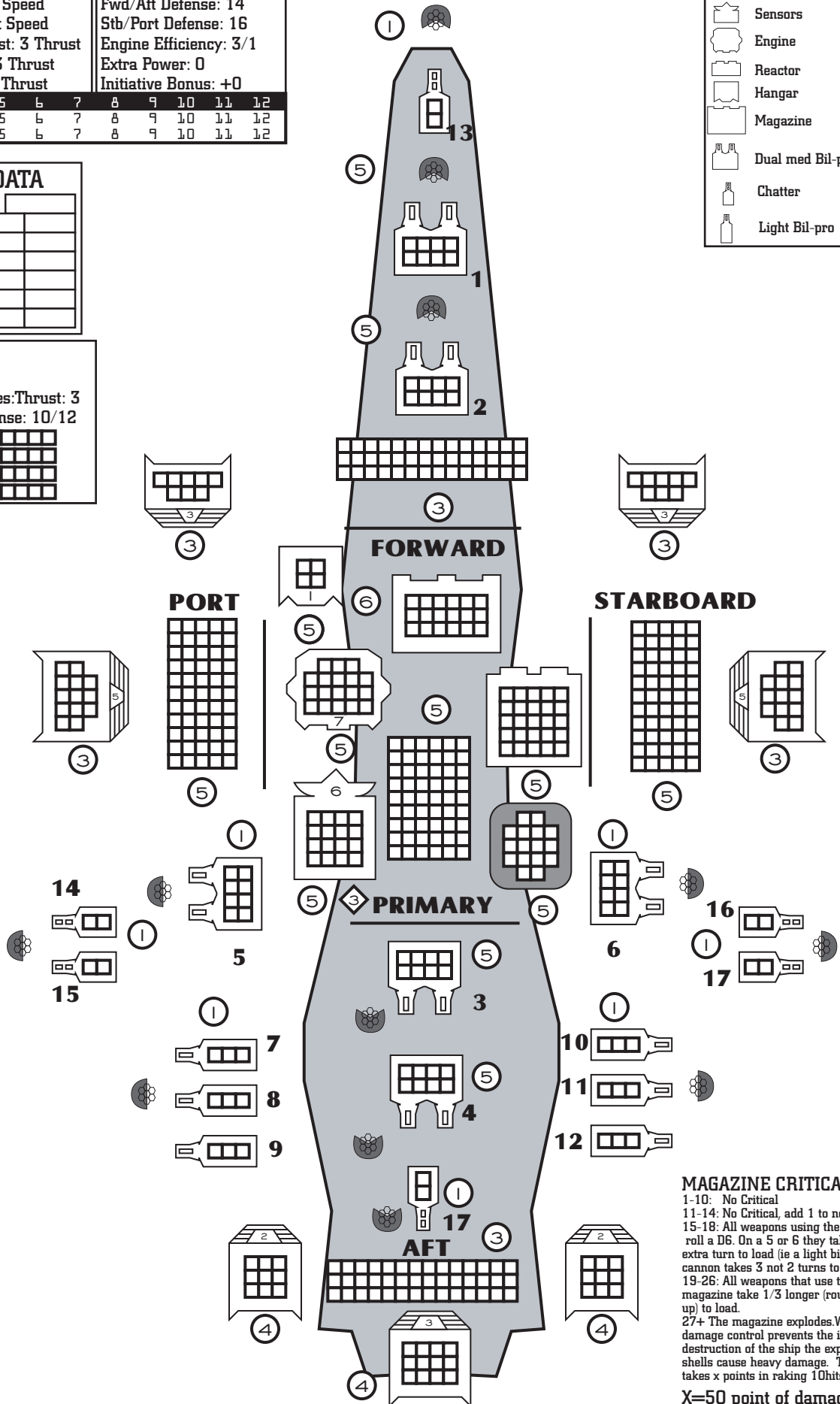
Class: Bil-Pro  
Mode: Standard  
Damage: 1d10+3  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+0  
Intercept Rating: --  
Rate of Fire: 1 per turn

### Chatter Cannon

Class: Bil-Pro  
Mode: Standard  
Damage: 1d6+3  
Range Penalty: -3 per hex  
Fire Control: +1/+1/+3  
Intercept Rating: -1 (ballistic only)  
Rate of Fire: 1 per turn

## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Magazine
	Dual med Bil-pro
	Chatter
	Light Bil-pro



## MAGAZINE CRITICAL HITS

1-10: No Critical  
11-14: No Critical, add 1 to next roll  
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).  
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.  
27+ The magazine explodes. Whilst damage control prevents the immediate destruction of the ship the exploding shells cause heavy damage. The ship takes x points in raking 10 hits

X=50 point of damage