

Vorlon Empire - Armageddon		Name / Crew Quality		
<b>Vorlon Heavy Cruiser</b>		<b>Speed</b>		
		<b>5</b>	<b>5</b>	<b>5</b>
		<b>Hull Damage</b>		
		<b>300</b>	<b>300</b>	<b>300</b>
<b>Service date</b> Until 2261 <b>Hull</b> 5 <b>Turns</b> 1/45° <b>Craft</b> <b>Special</b> Adaptive Armour Advanced Jump Point Flight Computer Self-Repair 5d6				
<b>WEAPON NAME</b>		<b>RANGE</b>	<b>AD</b>	<b>SPECIAL</b>
<b>Boresight</b>				
<b>Forward</b>				
Lightning Cannon		30	8	B/P/SAP/TD
Discharge Gun		18	10	AP/B/DD/P
<b>Port</b>				
<b>Starboard</b>				
<b>Aft</b>				
<b>Boresight (Aft)</b>				
<b>Turret</b>				
<b>Every Auxiliary Craft that moves within 2" of a Vorlon ship that is not performing a Special Action will automatically suffer a 1AD Anti-Fighter attack every turn. This occurs at the end of the movement phase. Vorlon and Shadow fighters are immune.</b>				
<b>CRITICAL HITS</b>				
1-2	ENGINE CRITICALS	Dam.	Crew	Effect
1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED
3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED
5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED
6	ENGINES DISABLED	+3	+1	0 SPEED, NO SPECIAL ACTIONS
3	REACTOR CRITICALS	Dam.	Crew	Effect
1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED
4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS
6	REACTOR EXPLOSION	+3	+4	0 SPEED, NO SPECIAL ACTIONS
4	WEAPON CRITICALS	Dam.	Crew	Effect
1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD
4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE
5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC
6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE
5	CREW CRITICALS	Dam.	Crew	Effect
1-2	FIRE	+0	+2	-
3-4	MULTIPLE FIRES	+0	+3	-
5	LOCALIZED DECOMPRESSION	+1	+3	-
6	HULL BREACH	+2	+4	-
6	VITAL SYSTEMS CRITICALS	Dam.	Crew	Effect
1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS
2	ENGINEERING	+4	+3	NO DAMAGE CONTROL
3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC
4	SECONDARY EXPLOSIONS	+106	+106	-
5	REACTOR IMPLOSION	+206	+406	-
6	CATASTROPHIC EXPLOSION	406	+206	-
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>				