

Vorlon Empire - War		Name / Crew Quality		
Vorlon Light Cruiser		Speed		
		6	6	6
		Hull Damage		
		200	200	200
Service date	Until 2261			
Hull	5			
Turns	2/45°			
Craft				
Special	Adaptive Armour Advanced Jump Point Flight Computer Self-Repair 4d6			
WEAPON NAME		RANGE	AD	SPECIAL
Boresight				
Forward				
Lightning Cannon		20	6	B/P/SAP/TD
Port				
Starboard				
Aft				
Boresight (Aft)				
Turret				
<p>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.</p>				
CRITICAL HITS				
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	+1D6	+1D6	-
5	REACTOR IMPLOSION	+2D6	+4D6	-
6	CATASTROPHIC EXPLOSION	4D6	+2D6	-
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL				