



<b>VORLON EMPIRE - SKIRMISH</b>				<b>Name / Crew Quality</b>																	
				4						4			4								
<b>TRANSPORT</b>				<b>Speed</b>																	
				8			8			8											
<b>Service Date -2261</b> <b>Hull 5</b> <b>Turns 1/90°</b> <b>Craft NONE</b>  <b>Special ADAPTIVE ARMOR</b> <b>ADVANCED JUMP POINT</b> <b>FLIGHT COMPUTER</b> <b>SELF REPAIR 1D6</b>				<b>Hull Damage</b>																	
				5			10			5			10			5			10		
				15			20			15			20			15			20		
				25			30			25			30			25			30		
				35			40			35			40			35			40		
<b>WEAPON NAME</b>   <b>RANGE</b>   <b>AD</b>   <b>SPECIAL</b>  <b>Forward</b> Discharge Gun   12   3   AP/B/DD/P				<b>VORLON DAMAGE TABLE</b>																	
				<b>d6</b>	<b>TYPE</b>					<b>EFFECT</b>											
				1	SOLID HIT					1 POINT OF DAMAGE											
				2	SOLID HIT					2 POINTS OF DAMAGE											
				3	SOLID HIT					3 POINTS OF DAMAGE											
				4	SOLID HIT					4 POINTS OF DAMAGE											
				5	SOLID HIT					5 POINTS OF DAMAGE											
				6	SOLID HIT					6 POINTS OF DAMAGE											
				7	CRITICAL HIT					D6+6 POINTS OF DAMAGE											
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<b>VORLON EMPIRE - RAID</b>				<b>Name / Crew Quality</b>																								
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<b>DESTROYER</b>				<b>Speed</b>																								
				7			7			7																		
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<b>VORLON EMPIRE - BATTLE</b>				Name / Crew Quality																															
				4						4			4																						
<b>LIGHT CRUISER</b>				Speed																															
				6			6			6			6																						
Service Date -2261 Hull 5 Turns 1/45° Craft NONE  Special ADAPTIVE ARMOR ADVANCED JUMP POINT FLIGHT COMPUTER SELF REPAIR 2D6				Hull Damage																															
				5			10			5			10			5			10																
				15			20			15			20			15			20																
				25			30			25			30			25			30																
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				105			110			105			110			105			110																
115			120			115			120			115			120																				
125			125			125			125			125			125																				
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VORLON EMPIRE - WAR				Name / Crew Quality							
				4		4		4			
HEAVY CRUISER				Speed							
				5		5		5			
Service Date -2261 Hull 5 Turns 1/45° Craft NONE  Special ADAPTIVE ARMOR ADVANCED JUMP POINT FLIGHT COMPUTER SELF REPAIR 2D6				Hull Damage							
				5		10		5		10	
				15		20		15		20	
				25		30		25		30	
				35		40		35		40	
				45		50		45		50	
				55		60		55		60	
				65		70		65		70	
				75		80		75		80	
				85		90		85		90	
				95		100		95		100	
				105		110		105		110	
				115		120		115		120	
				125		130		125		130	
				135		140		135		140	
				145		150		145		150	
				155		160		155		160	
				165		170		165		170	
				175		180		175		180	
				185		190		185		190	
195		200		195		200					
WEAPON NAME				RANGE	AD	SPECIAL					
<b>Forward</b>											
Lightning Gun	24	5	B/P/SAP/TD								
Discharge Gun	18	6	AP/B/DD/P								
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HEAVY CRUISER				Speed							
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				5		10		5		10	
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				25		30		25		30	
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				55		60		55		60	
				65		70		65		70	
				75		80		75		80	
				85		90		85		90	
				95		100		95		100	
				105		110		105		110	
				115		120		115		120	
				125		130		125		130	
				135		140		135		140	
				145		150		145		150	
				155		160		155		160	
				165		170		165		170	
				175		180		175		180	
				185		190		185		190	
195		200		195		200					
WEAPON NAME				RANGE	AD	SPECIAL					
<b>Forward</b>											
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Discharge Gun	18	6	AP/B/DD/P								
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