

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

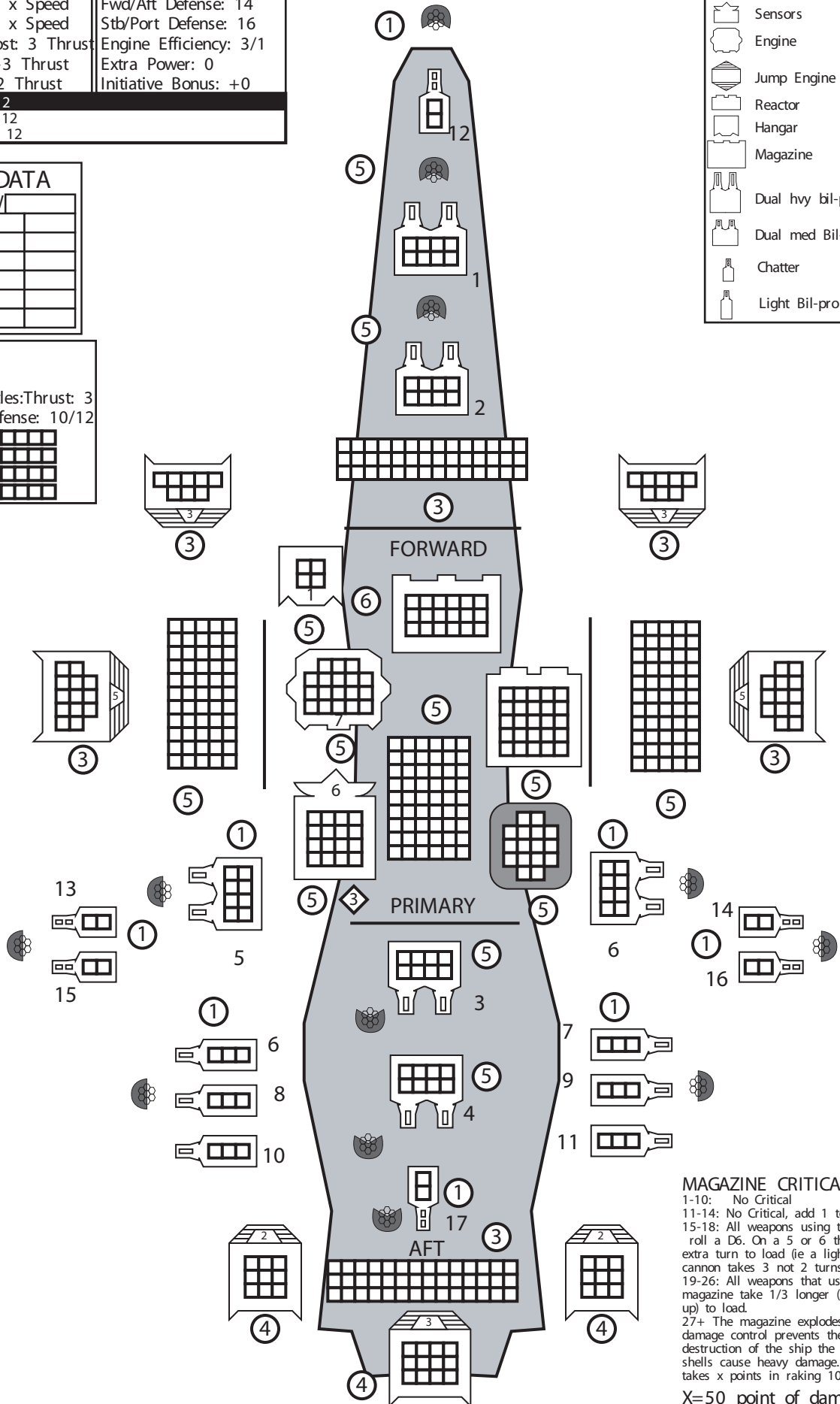
# Attarn Vanguard Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 1993	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 600	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 290	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	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	SENSOR DATA
1-2: Chatter	Defensive EW
3-10: Dual Hvy Bil-pro	Target #1
11-18: Forward Struct	Target #2
19-20: PRIMARY Hit	Target #3
	Target #4
	Target #5
	Target #6
SIDE HITS	HANGAR
1-6: Retro thrust	0 Fighters
7-9: Dual Med Bil-pro	4 Cargo Shuttles:Thrust: 3
10: Chatter	Armor: 0 Defense: 10/12
11-13: Light Bil-pro	
14-18: Port/stb Struct	
19-20: PRIMARY Hit	
AFT HITS	
1-4: Main Thrust	
5-10: Dual Hvy Bil-pro	
11-12: chatter	
13-18: Aft Struct	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-8: Primary Struct	
9-10: Jump Engine	
11-13: Magazine	
14-15: Sensors	
16-17: Hangar	
18-19: Reactor	
20: C & C	

WEAPON DATA
<b>Medium Bil-Pro Cannon Battery</b> 4
Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 1 per 2 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2
<b>Light Bil-Pro Cannon</b> 1
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 turns
<b>Chatter Cannon</b> 1
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
	Jump Engine
	Reactor
	Hangar
	Magazine
	Dual hvy bil-pro
	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 10hits  
 X=50 point of damage