

Vendrizzi Zonshade Cruiser

SPECS

Class: Capital Ship
In Service: 1681
Point Value: 510
Ramming Factor: 190
Jump Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Medium Laser Cannon
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Gauss Cannon

Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Quad Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 4 per turn

Light Flak Battery

Class: Matter
Modes: Flash
Damage: 1d3
Range Penalty: None
Max Range: 1 hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Scores damage on all fighters in target hex. Can intercept Laser weapons.

FORWARD HITS

1-4: Retro Thrust
5-7: Medium Laser
8-10: Quad Array
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Gauss Cannon
9-10: Light Flak Battery
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Jump Engine
10-11: Sensors
12-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

6 Fighters

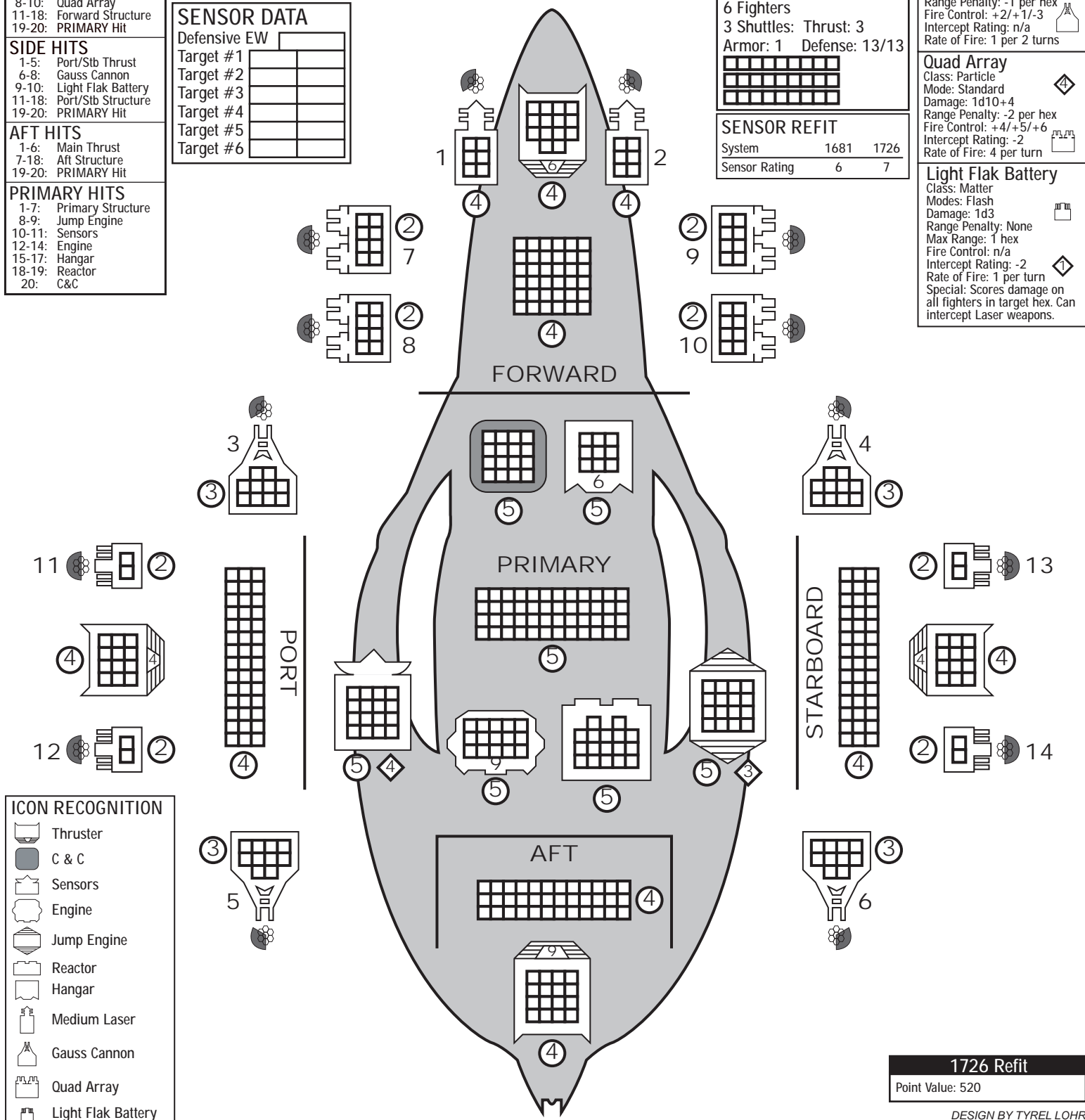
3 Shuttles: Thrust: 3

Armor: 1 Defense: 13/13



SENSOR REFIT

System	1681	1726
Sensor Rating	6	7



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Laser
- Gauss Cannon
- Quad Array
- Light Flak Battery

1726 Refit

Point Value: 520