



# Hydran Paladin Dreadnought

## SPECS

Class: Capital Ship  
In Service: 2269  
Point Value: 900  
Ramming Factor: 200  
Warp Delay: 10 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +12  
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

## WEAPON DATA

### Hellbore Torpedo

Class: Ballistic + Plasma  
Mode: Enveloping + Flash  
Damage: 4d10+8  
Range Penalty: -1 per 3 hexes  
Max Range: 30 hexes  
Fire Control: +4/+2/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
*Special: Targets the weakest shield and ignores deflector shield rating. May be fired as a Hellbore Spear, scoring 2d10+4 damage. See Rules.*

### Fusion Beam

Class: Molecular  
Modes: R, S  
Damage: 3d10+6  
+3 Power: 3d10+15  
+6 Power: 3d10+30  
Range Penalty: -1 per hex  
Fire Control: +4/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Must cooldown for one turn after firing. A critical roll at a +3 penalty is made if fired as an overload. If fired suicide overloaded, the weapon is destroyed and scores 2d10 damage against its own ship's facing section.*

### Imp Intermediate Phaser

Class: Molecular  
Mode: R (B), S  
Damage: 2d10+6  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
*Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4*

### Gatling Defense Phaser

Class: Molecular  
Mode: Standard  
Damage: 1d10  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: -3  
Rate of Fire: 3 per turn

### Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

## FORWARD HITS

1-3: Deflector Shield  
4-6: Fusion Beam  
7-9: Hellbore Torpedo  
10-12: Imp Inter Phaser  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-2: Fusion Beam  
3-4: Gatling Phaser  
5-6: Imp Int Phaser  
7-8: Hangar  
9-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Impulse Thruster  
6-7: Deflector Shield  
8-11: Warp Engine  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Tractor Beam  
11-12: Shield Generator  
13-14: Sensors  
15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Restricted Deployment (10%)  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

### Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## MAIN HANGAR

0 Fighters

3 Shuttles

## SIDE HANGARS

6 Fighters

0 Shuttles

## SHIELD CHART

Shield Capacity	Max Absorb
80 - 61	40
60 - 41	30
40 - 21	20
20 - 0	10

## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Fusion Beam
- Hellbore Torpedo
- Improved Intermediate Phaser
- Gatling Phaser
- Medium Phaser

