



Hydran Ranger Cruiser

SPECS

Class: Capital Ship
In Service: 2234
Point Value: 545
Ramming Factor: 170
Warp Delay: 9 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 3/4 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +8
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9

WEAPON DATA

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.

Intermediate Phaser

Class: Molecular
Mode: R (B), S
Damage: 2d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+1
Intercept Rating: -1
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

SHIELD CHART

Shield Capacity	Max Absorb
50 - 38	25
37 - 26	19
25 - 13	13
12 - 0	6

FORWARD HITS

1-3: Deflector Shield
4-5: Intermediate Phaser
6-8: Fusion Beam
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Impulse Thruster
4-5: Deflector Shield
6: Intermediate Phaser
7-8: Gatling Phaser
9: Hangar A/B
10-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

Note: Center warp engine is part of both side sections.

SPECIAL NOTES

Gravitic Drive System
Impulse Drive
Special Hull Arrangement
(No Aft Hits or Structure)

SENSOR DATA

Defensive EW

Target #1

Target #2

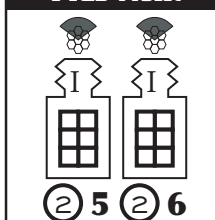
Target #3

Target #4

Target #5

Target #6

Plus Refit



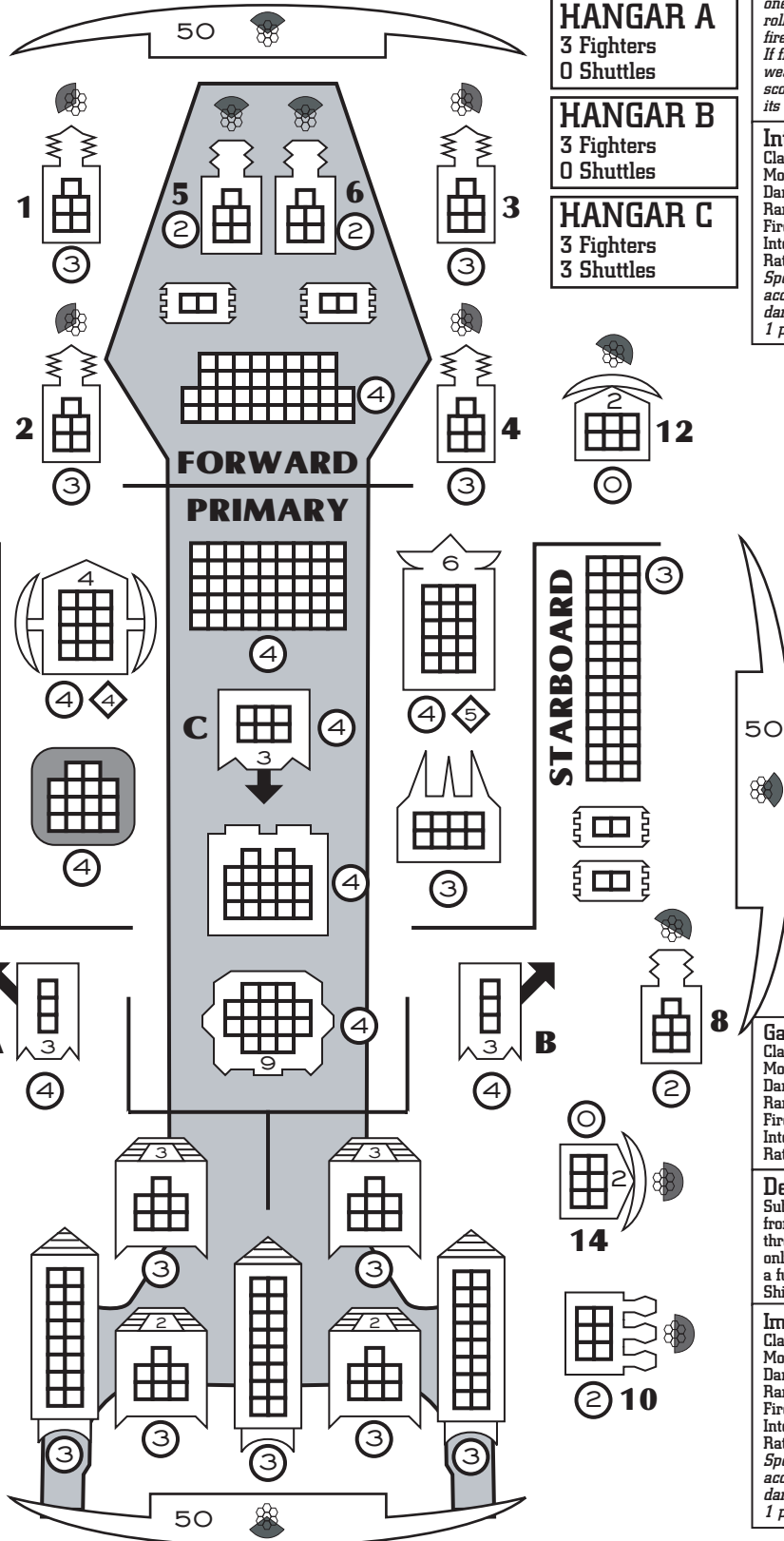
In Service: 2269

Point Value: 555

1. Replace Intermediate Phaser 5 and 6 with Improved Intermediate Phaser 5 and 6.
Arcs and armor are unchanged.

ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Fusion Beam
- Intermediate Phaser
- Improved Intermediate Phaser
- Gatling Phaser
- Bulkhead



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

Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.

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