



Hydran Dragoon Torpedo Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2258
Point Value: 485
Ramming Factor: 120
Warp Delay: 10 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
Power Shortage: -6
Initiative Bonus: +6

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

Hellbore Torpedo
Class: Ballistic
Mode: Enveloping
Damage: 4d10+4
Range Penalty: -1 per 3 hexes
Max Range: 30 hexes
Fire Control: +3/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Intermediate Phaser

Class: Molecular
Mode: R (8), S
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+2
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

Light Phaser

Class: Molecular
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Hellbore Torpedo
7-9:	Intermediate Phaser
10-11:	Light Phaser
12-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-8:	Gatling Phaser
9-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-7:	Primary Structure
8:	Tractor Beam
9-10:	Shield Generator
11-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

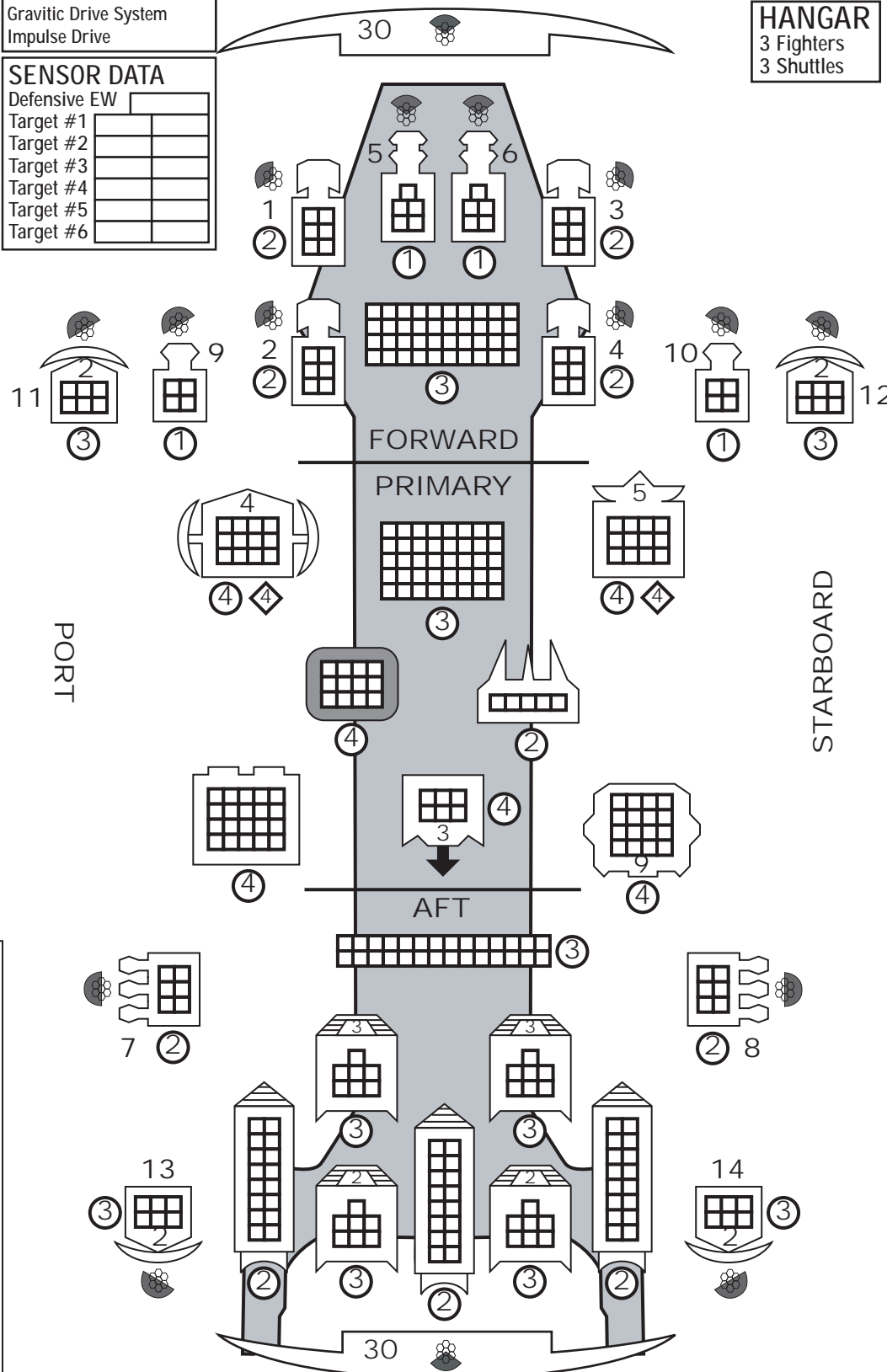
SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

3 Fighters
3 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Hellbore Torpedo
- Intermediate Phaser
- Light Phaser
- Gatling Phaser

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.