



Hydran Hellion Torpedo Boats (4)

SPECS

Class: Lt. Combat Vsl
In Service: 2280
Point Value: 230 each
Ramming Factor: 20
Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Sth/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +14

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

HIT LOCATIONS

1-8: Structure
9-10: Small Hellbore Torp.
11: Light Gatling Phaser
12-13: Light Phaser
14-16: Warp Engine
17: Drive
18: Reactor
19: Control
20: Deflector Shield

SPECIAL NOTES

Limited Deployment (33%)
Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive

SHIELD CHART

Shield Capacity	Max Absorb
20 - 16	10
15 - 11	8
10 - 6	5
5 - 0	3

SENSOR DATA

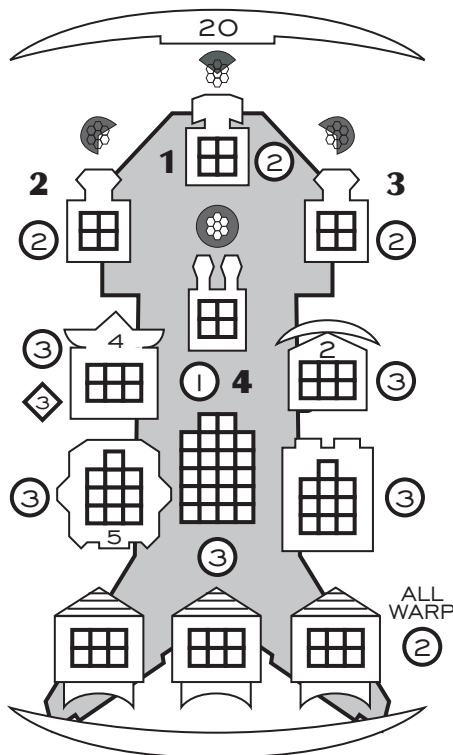
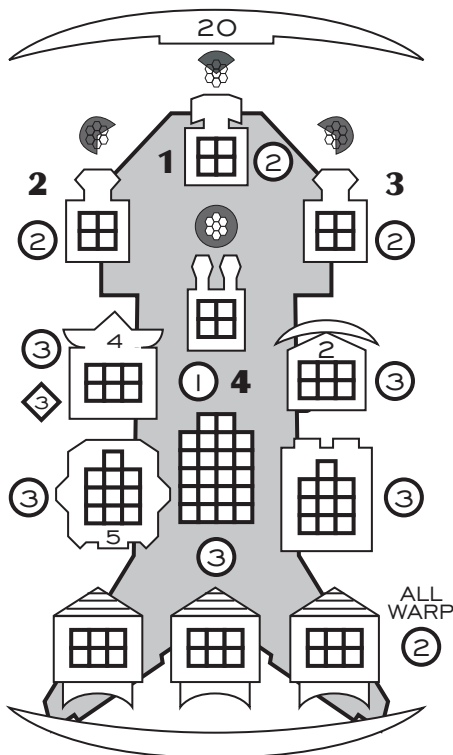
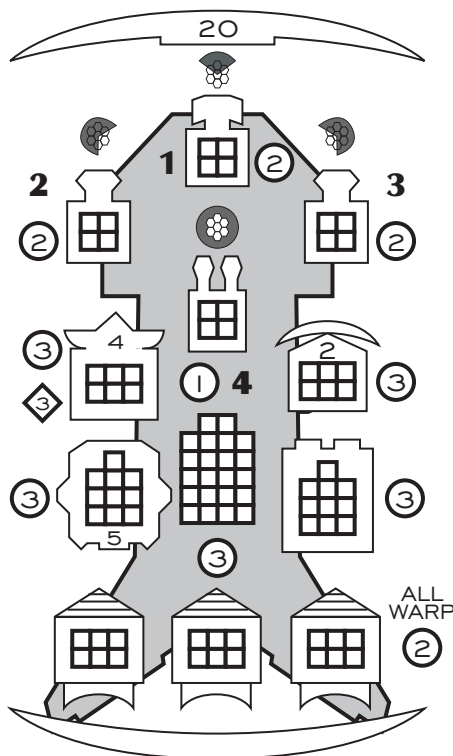
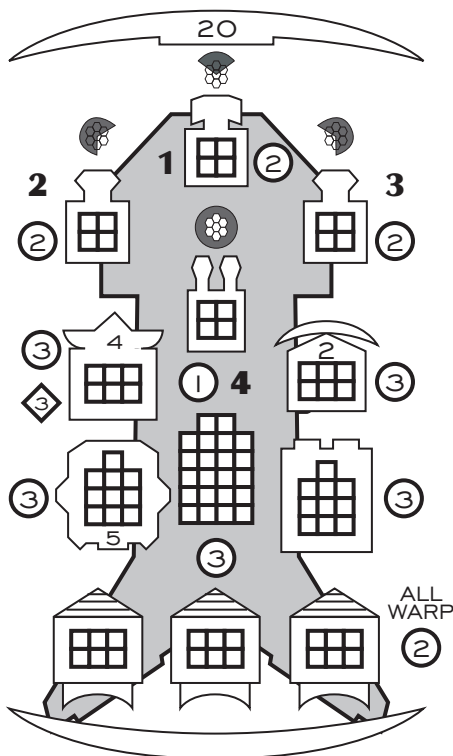
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

Defensive EW	
Target #1	
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ICON RECOGNITION

- Control
- Drive
- Reactor
- Deflector Shield
- Warp Engine
- Small Hellbore Torp.
- Light Phaser
- Gatling Interceptor



WEAPON DATA

Small Hellbore Torp.

Class: Ballistic + Plasma
Mode: Enveloping + Flash
Damage: 3d10+4
Range Penalty: -1 per 2 hexes
Max Range: 20 hexes
Fire Control: +3/+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 1d10+7 damage. See Rules.

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

Gatling Interceptor

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

SENSOR DATA

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

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Defensive EW	
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