



# Hydran Gendarme Police Frigates (4)

## SPECS

Class: Lt. Combat Vsl  
In Service: 2234  
Point Value: 150 each  
Ramming Factor: 25  
Warp Delay: 15 Turns

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 10  
Sth/Port Defense: 10  
Engine Efficiency: 2/1  
Extra Power: +2  
Initiative Bonus: +14

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

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable  
Gravitic Drive System  
Impulse Drive

## HIT LOCATIONS

- 1-8: Structure
- 9-10: Light Fusion Beam
- 11: Light Gatling Phaser
- 12: Light Phaser
- 13: Tractor Beam
- 14-16: Warp Engine
- 17: Drive
- 18: Reactor
- 19: Control
- 20: Deflector Shield

## SHIELD CHART

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

## SENSOR DATA

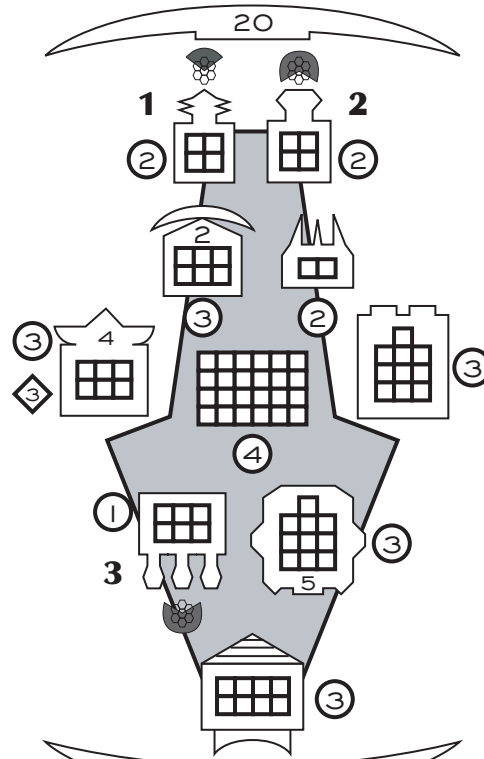
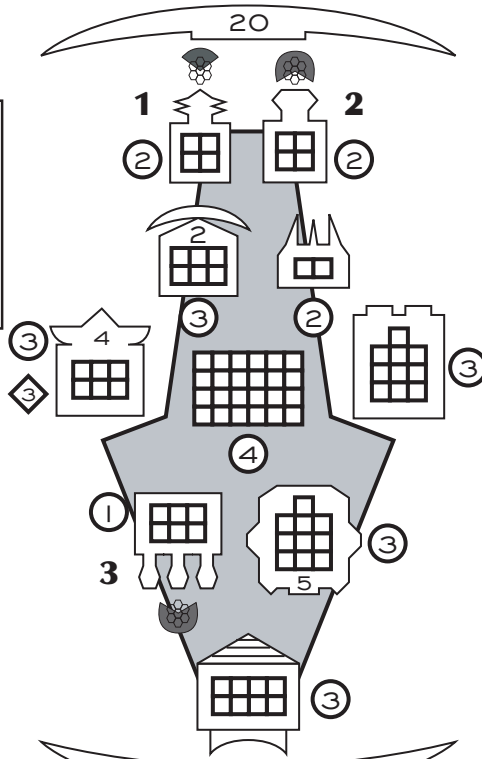
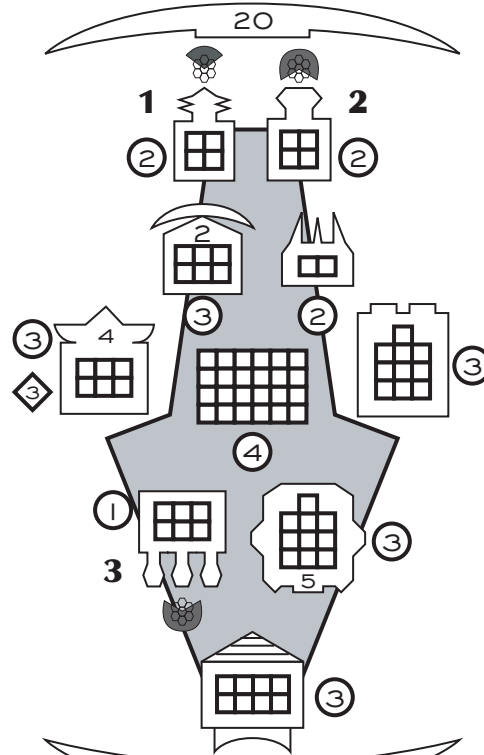
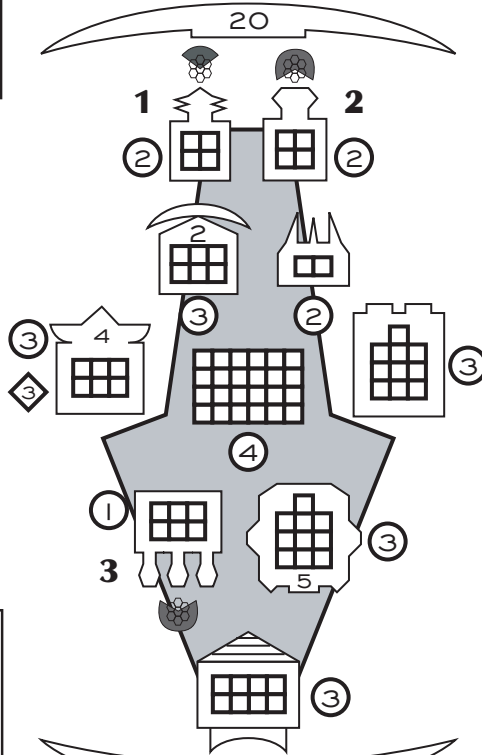
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## SENSOR DATA

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

## ICON RECOGNITION

- Control
- Drive
- Reactor
- Deflector Shield
- Warp Engine
- Light Fusion Beam
- Light Phaser
- Gatling Interceptor



## WEAPON DATA

### Light Fusion Beam

Class: Molecular  
Modes: R, S  
Damage: 2d10+4  
+2 Power: 2d10+10  
+4 Power: 2d10+20  
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 and make a critical roll at a +3 penalty. If fired suicide overloaded, the weapon is destroyed and scores 2d10 damage against its own ship's facing section.

### 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 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.

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

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Defensive EW	
Target #1	
Target #2	
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