



Hydran Harrier Fast Patrol Boats (4)

SPECS

Class: Lt. Combat Vsl
In Service: 2280
Point Value: 190 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: +2
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

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 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.

HIT LOCATIONS

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

SPECIAL NOTES

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

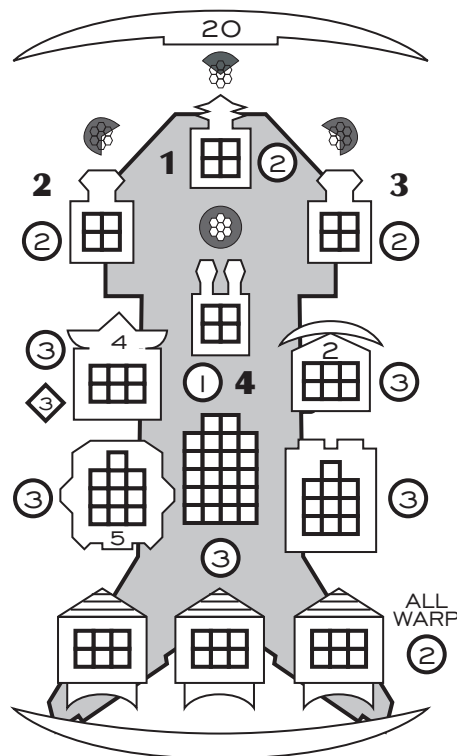
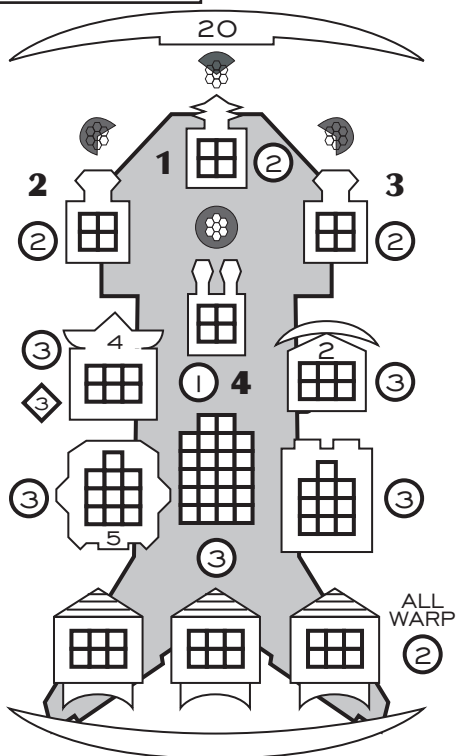
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

Defensive EW	
Target #1	
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



SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
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Defensive EW	
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