



# Hydran Lancer Destroyer

## SPECS

Class: Hvy Combat Vsl  
In Service: 2234  
Point Value: 375  
Ramming Factor: 80  
Warp Delay: 12 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: +4  
Initiative Bonus: +6

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

## FORWARD HITS

- 1-3: Deflector Shield
- 4-6: Light Fusion Beam
- 7-9: Light Phaser
- 10: Intermediate Phaser
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-7: Gatling Phaser
- 8-11: Warp Engine
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-8: Primary Structure
- 9: Tractor Beam
- 10-11: Shield Generator
- 12-13: 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

4 Fighters  
1 Shuttle

## SHIELD CHART

Shield Capacity	Max Absorb
35 - 27	18
26 - 19	13
18 - 10	9
9 - 0	6

## 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.

### Intermediate Phaser

Class: Molecular  
Mode: R (8), 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

### 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

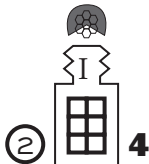
### Deflector Shield

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

### Imp Intermediate Phaser

Class: Molecular  
Mode: R (8), 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

## Plus Refit



In Service: 2270  
Point Value: 415

- 1. Replace Intermediate Phaser 4 with Improved Intermediate Phaser 4. Arcs and armor are unchanged.

## ICON RECOGNITION

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

