

Hydran Vampire Hunter Carrier



SPECS

Class: Medium Ship
In Service: 2275
Point Value: 550
Ramming Factor: 40
Warp Delay: 13 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: +2
Initiative Bonus: +12

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

FORWARD HITS

1-3: Deflector Shield
4-6: Light Fusion Beam
7-8: Gatling Phaser
9-10: Imp Int Phaser
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Impulse Thruster
4-6: Deflector Shield
7-8: Light Phaser
9-11: Warp Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-4: Tractor Beam
5-7: Shield Generator
8-11: Sensors
12: Hangar
13: Gatling Phaser
14-16: Engine
17-18: Reactor
19-20: C&C

SPECIAL NOTES

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

8 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.

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

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.

ICON RECOGNITION

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

