



# Hydran Valkyrie Patrol Carrier (4)

## SPECS

Class: Lt. Combat Vsl  
In Service: 2280  
Point Value: 100 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: +4  
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

1-10: Structure  
11-12: Light Phaser  
13-15: Warp Engine  
16-17: Drive  
18: Reactor  
19: Control  
20: Deflector Shield

## SPECIAL NOTES

Restricted Deployment (10%)  
May Use All EW Defensively  
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	

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## ICON RECOGNITION

- Control
- Drive
- Reactor
- Deflector Shield
- Warp Engine
- Light Phaser

## FIGHTER RAILS

4 Medium Fighters per ship

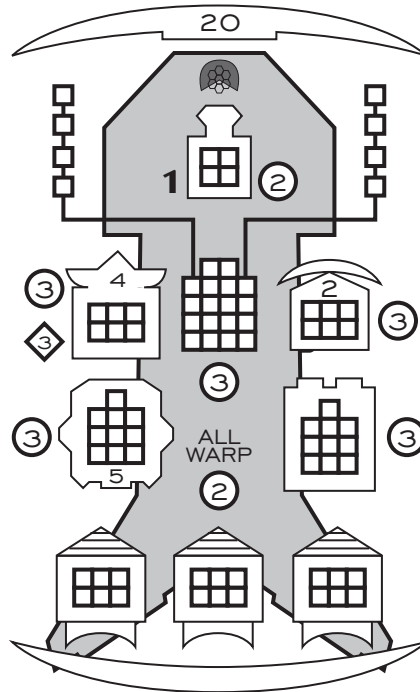
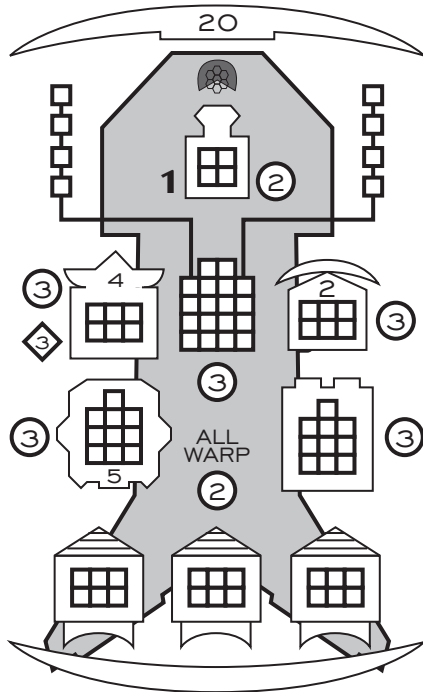
## WEAPON DATA

### 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

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