



Hydran Ranger Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 2224 Point Value: 545 Ramming Factor: 170 Warp Delay: 9 Turns	Turn Cost: 2/3 Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 12 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: +8 Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	1 2 3 3 4 5 6 6 7 8 9 9
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9	

WEAPON DATA

Fusion Beam
Class: Molecular
Modes: R, S
Damage: 3d10+6
+3 Power: 3d10+15
+6 Power: 3d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Rate of Fire: 1 per turn
Special: Must cooldown for one turn after firing. A critical roll at a +3 penalty is made if fired as an overload. 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
Intercept Rating: n/a
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

FORWARD HITS

1-3: Deflector Shield
4-5: Intermediate Phaser
6-8: Fusion Beam
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Impulse Thruster
4-5: Deflector Shield
6: Intermediate Phaser
7-8: Gatling Phaser
9: Hangar A/B
10-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10: Tractor Beam
11-12: Shield Generator
13-14: Sensors
15-16: Hangar C
17-18: Engine
19: Reactor
20: C&C

Note: Center warp engine is part of both side sections.

SPECIAL NOTES

Gravitic Drive System
Impulse Drive
Special Hull Arrangement
(No Aft Hits or Structure)

SENSOR DATA

Defensive EW

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

HANGAR A

3 Fighters
0 Shuttles

HANGAR B

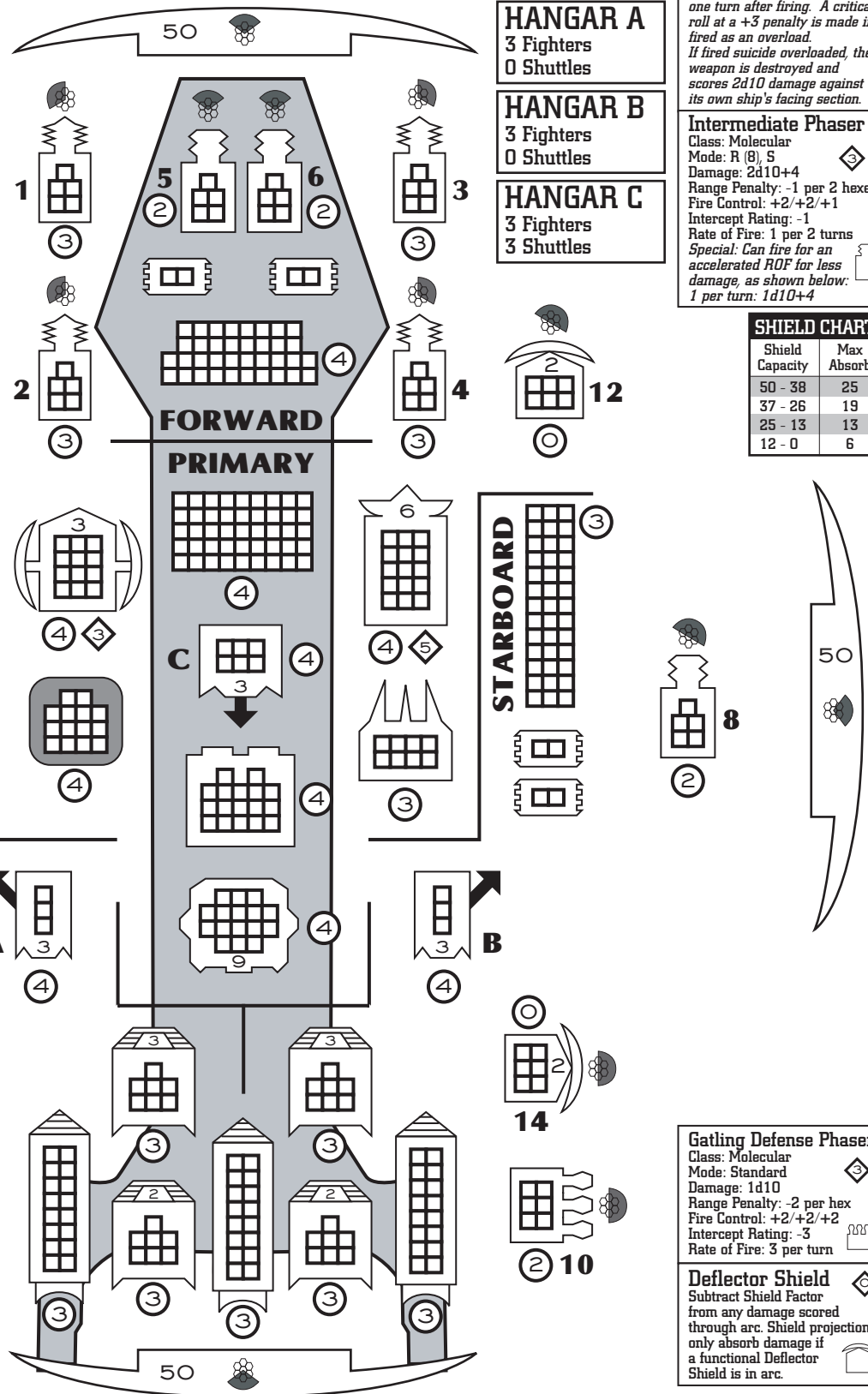
3 Fighters
0 Shuttles

HANGAR C

3 Fighters
3 Shuttles

SHIELD CHART

Shield Capacity	Max Absorb
50 - 38	25
37 - 26	19
25 - 13	13
12 - 0	6



ICON RECOGNITION

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

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.