



# Hydran Overmind Heavy Patrol Carrier

## SPECS

Class: Hvy Combat Vsl  
In Service: 2290  
Point Value: 500  
Ramming Factor: 130  
Warp Delay: 10 Turns

## MANEUVERING

Turn Cost: 3/4 Speed  
Turn Delay: 3/4 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +2  
Initiative Bonus: +7

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

**Hellbore Torpedo**  
Class: Ballistic  
Mode: Enveloping  
Damage: 4d10+4  
Range Penalty: -1 per 3 hexes  
Max Range: 30 hexes  
Fire Control: +3/+2/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Medium Phaser

Class: Molecular  
Mode: R, S  
Damage: 3d10+5  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+2  
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

## 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

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

**FORWARD HITS**  
1-3: Deflector Shield  
4-6: Hellbore Torpedo  
7-10: Medium Phaser  
11-12: LCV/SHF Dock  
13-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-3: Impulse Thruster  
4-5: Deflector Shield  
6-8: Gatling Phaser  
9-12: Warp Engine  
13: LCV/SHF Dock  
14-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Structure  
7-8: Tractor Beam  
9-10: Shield Generator  
11-12: Sensors  
13-14: Main Hangar  
15: Port/Stb Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

Special: Docks are part of both forward and aft sections.

## SPECIAL NOTES

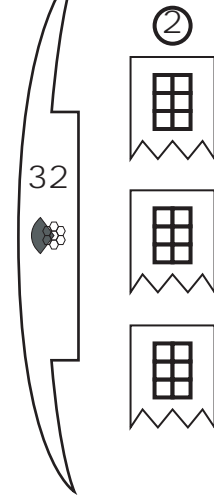
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

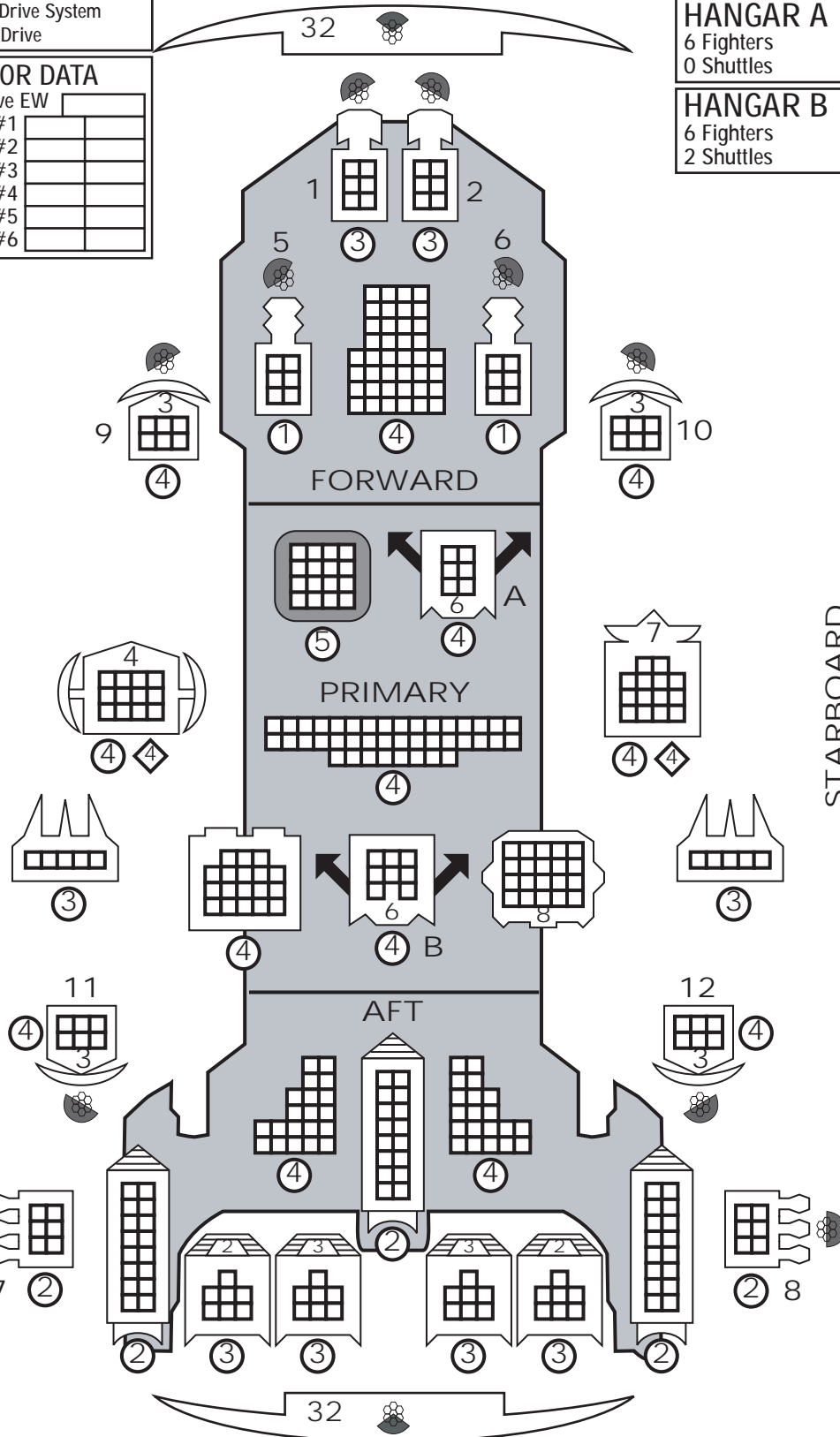
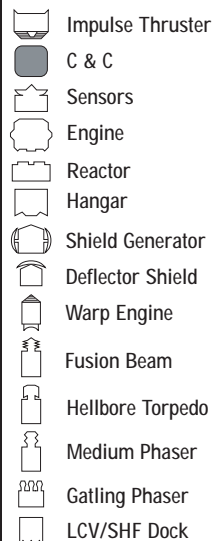
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## ALL DOCKS



PORT

## ICON RECOGNITION



## HANGAR A

6 Fighters  
0 Shuttles

## HANGAR B

6 Fighters  
2 Shuttles

## ALL DOCKS

STARBOARD

