



Hydran Paladin Dreadnought

SPECS

Class: Capital Ship
In Service: 2269
Point Value: 740
Ramming Factor: 160
Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Fusion Beam

Class: Molecular
Modes: R, S
Damage: 3d10+4
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. May overload by adding 3 power, scoring 3d10+10 damage, but must roll critical.

Hellbore Torpedo

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

Intermediate Phaser

Class: Molecular
Mode: R (8), S
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-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

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

MAIN HANGAR

0 Fighters

3 Shuttles

SIDE HANGARS

6 Fighters

0 Shuttles

FORWARD HITS

1-3: Deflector Shield
4-6: Fusion Beam
7-9: Hellbore Torpedo
10-12: Intermediate Phaser
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-2: Fusion Beam
3-4: Gatling Phaser
5-6: Light Phaser
7-8: Hangar
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

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

SPECIAL NOTES

Restricted Deployment (10%)
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

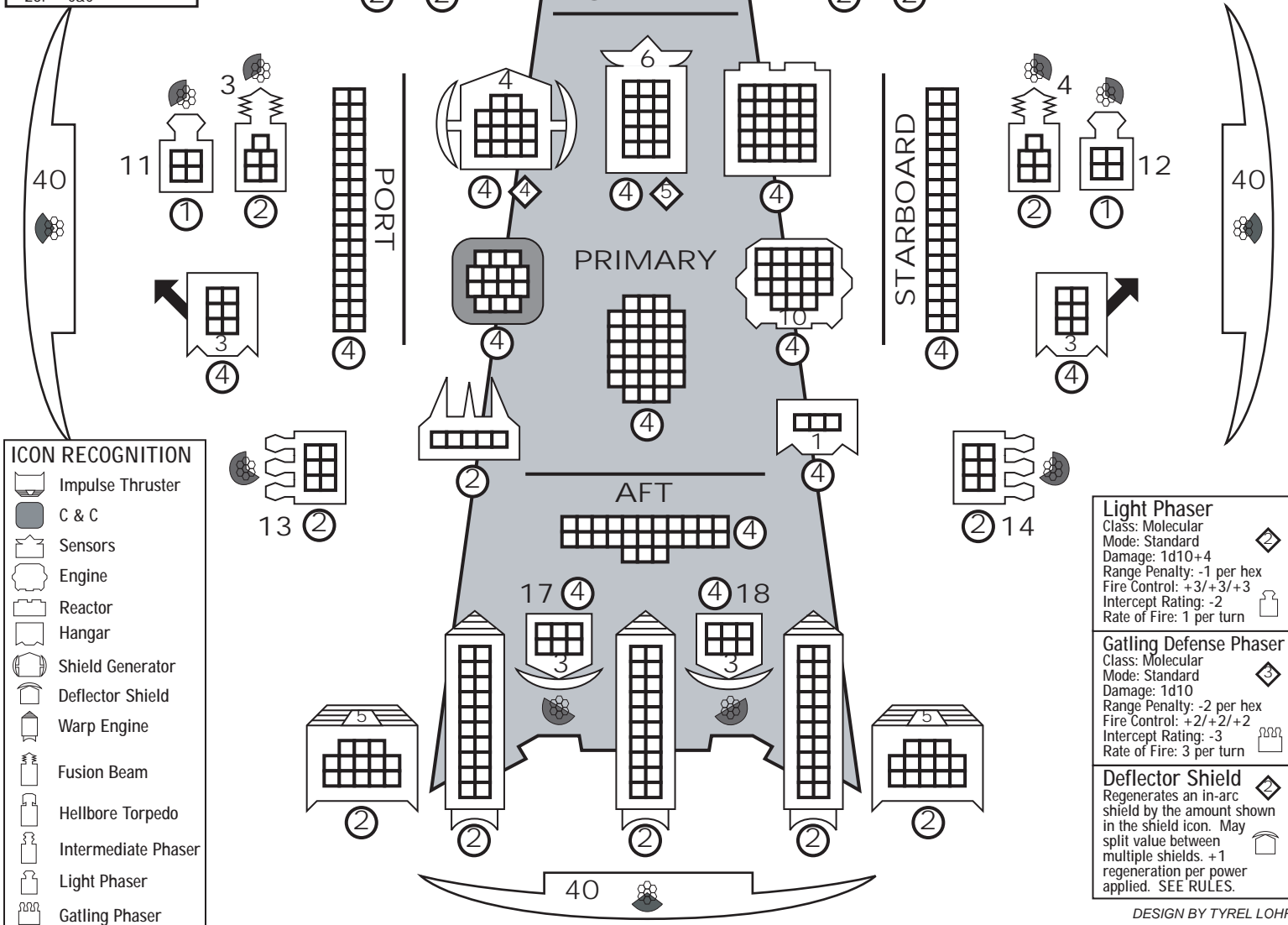
Target #2

Target #3

Target #4

Target #5

Target #6



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

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.