



Hydran Harrier Fast Patrol Boats (4)

SPECS

Class: Lt. Combat Vsl
In Service: 2267
Point Value: 190 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
Stb/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: +0
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

WEAPON DATA

Light Fusion Beam

Class: Molecular
Mode: Raking
Damage: 2d10+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.

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

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

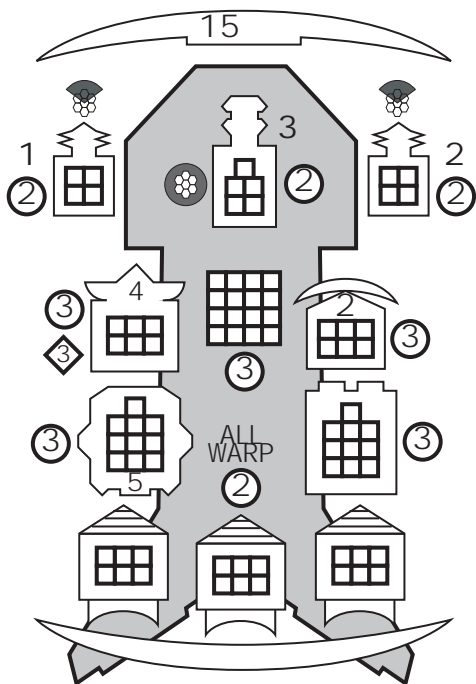
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

HIT LOCATIONS

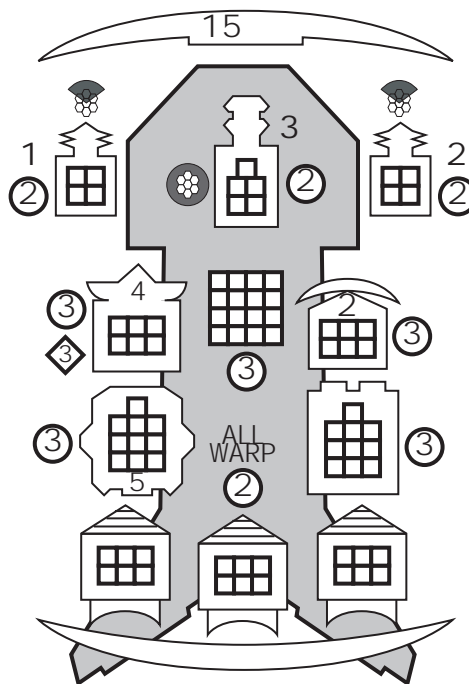
1-8: Structure
9-11: Early Fusion Beam
12-13: Int/Gatling Phaser
14-16: Warp Engine
17: Drive
18: Reactor
19: Control
20: Deflector Shield

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive



HARRIER-A



HARRIER-A

HARRIER-B

HARRIER-B

SENSOR DATA

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

SENSOR DATA

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

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Defensive EW	
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Defensive EW	
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Target #6	

ICON RECOGNITION

- Control
- Drive
- Reactor
- Deflector Shield
- Warp Engine
- Light Fusion Beam
- Intermediate Phaser
- Gatling Phaser