



Hydran Hellion Torpedo Boats (4)

SPECS

Class: Lt. Combat Vsl
In Service: 2265
Point Value: 215 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

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

Deflector Shield

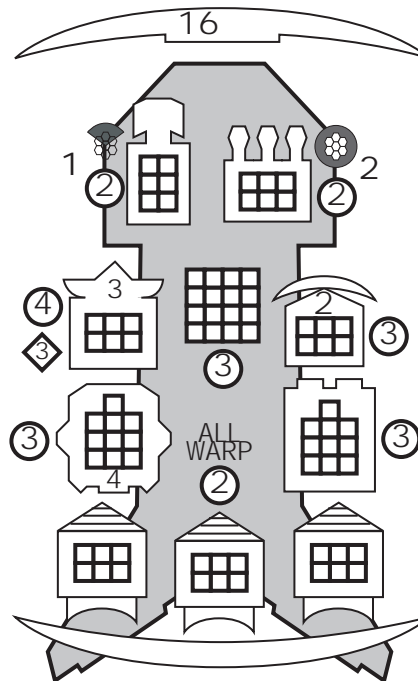
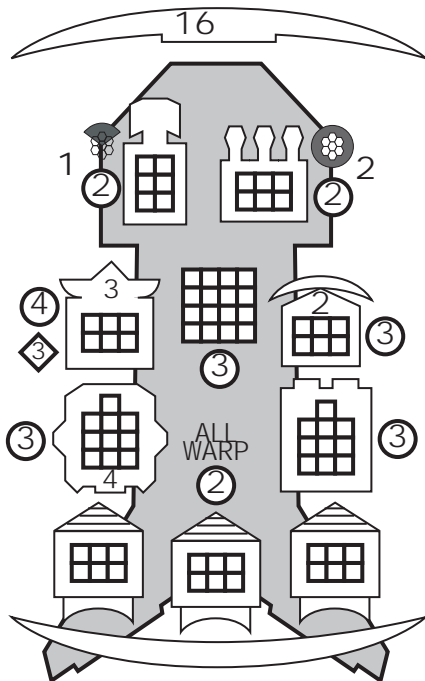
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

HIT LOCATIONS

- 1-8: Structure
- 9-11: Hellbore Torpedo
- 12-13: 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



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
- Hellbore Torpedo
- Gatling Phaser

