



Hydran Monarch Battleship

SPECS

Class: Capital Ship
In Service: 2296
Point Value: 1025
Ramming Factor: 270
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -2

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	2	3	5	6	8	9	11	12	14	15	17	18

MAIN HANGAR

6 Fighters
3 Shuttles

SIDE HANGARS

6 Fighters each

FORWARD HITS
1-3: Deflector Shield
4-5: Hellbore Torpedo
6-10: Intermediate Phaser
11-18: Forward Structure
19-20: PRIMARY HIT

SIDE HITS

1-2: Fusion Beam
3-4: Hellbore Torpedo
5-7: Gatling Phaser
8-9: Hangar
10-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY HIT

AFT HITS

1-6: Impulse Thruster
7-8: Deflector Shield
9-10: Hellbore Torpedo
11-14: Warp Engine
15-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS

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

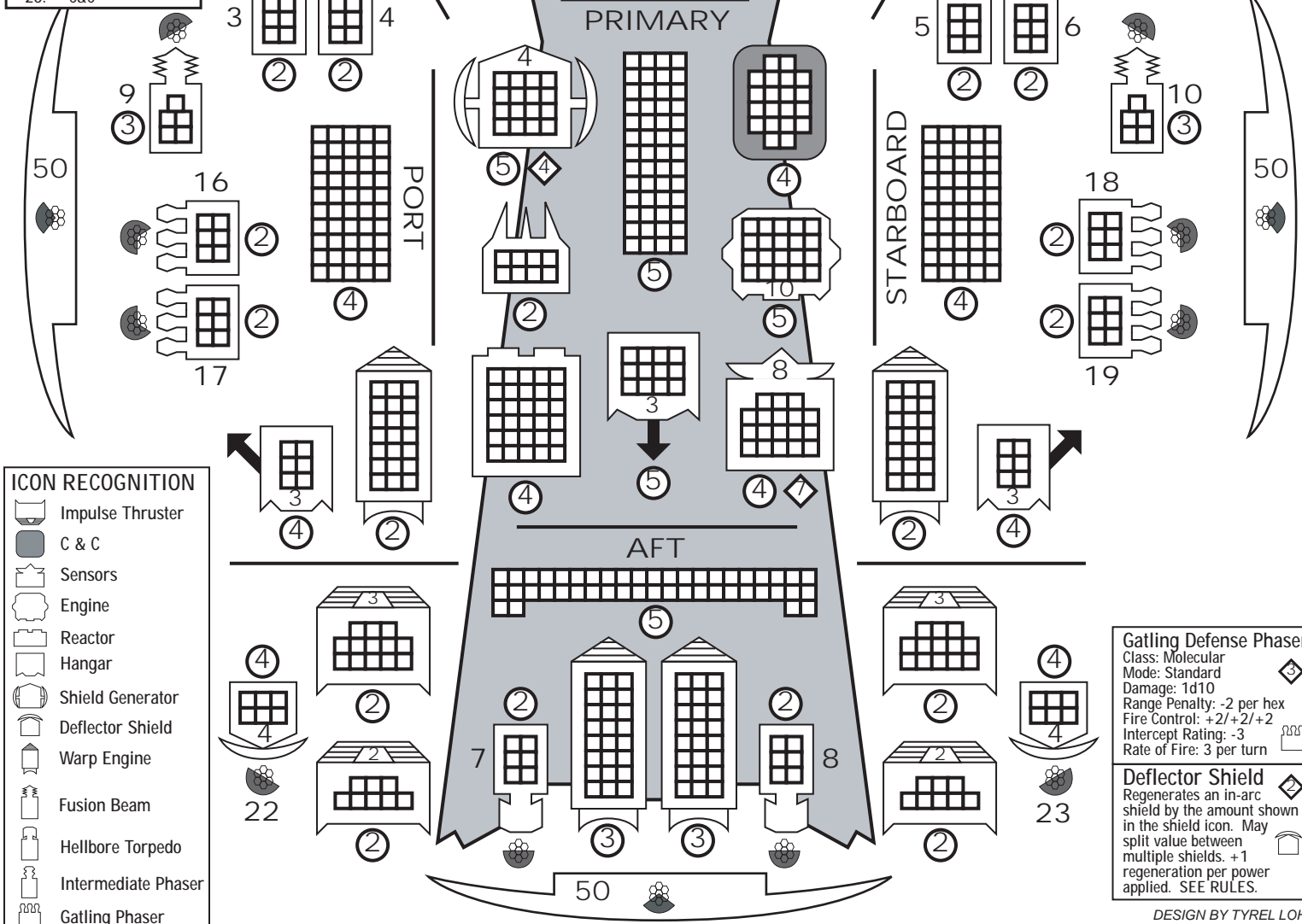
SPECIAL NOTES

Restricted Deployment (10%)
+50% Economic Penalty
Gravitic Drive System
Impulse Drive
Unreliable Ship:
Sluggish
Power Fluctuations

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

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

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.