

Hydran Uhlan Carrier

SPECS

Class: Medium Ship

In Service: 2269

Point Value: 300

Ramming Factor: 55

Warp Delay: 12 Turns

MANEUVERING

Turn Cost: 1/2 Speed

Turn Delay: 1/2 Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 2+2 Thrust

Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11

Stb/Port Defense: 16

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +11

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

WEAPON DATA

Light Phaser Bank

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

FORWARD HITS

- 1-3: Deflector Shield
- 4: Gatling Phaser
- 5-7: Light Phaser
- 8-10: Hangar
- 11-17: Structure
- 18-20: Primary Hit

AFT HITS

- 1-5: Impulse Thruster
- 6-7: Deflector Shield
- 8-10: Gatling Phaser
- 11-16: Structure
- 17-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Warp Engine
- 7-8: Tractor Beam
- 9-10: Shield Generator
- 11-13: Sensors
- 14-15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Gravitic Drive System

Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

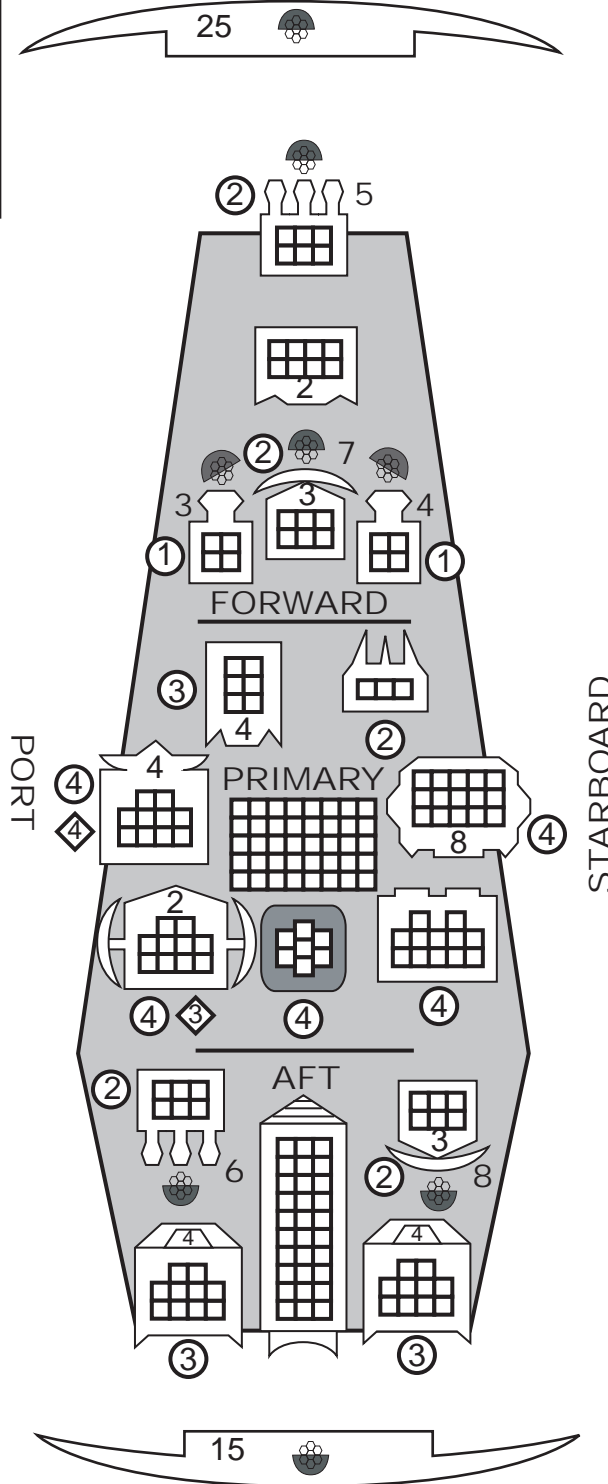
Target #5

Target #6

HANGAR

12 Fighters

2 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Light Phaser
- Gatling Defence Phaser