



Hydran Cuirassier Frigate

SPECS

Class: Medium Ship
In Service: 2258
Point Value: 430
Ramming Factor: 40
Warp Delay: 13 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +5
Initiative Bonus: +12

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

FORWARD HITS

1-3: Deflector Shield
4-6: Hellbore Torpedo
7-9: Light Phaser
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Impulse Thruster
4-6: Deflector Shield
7-8: Light Phaser
9-11: Warp Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-4: Tractor Beam
5-7: Shield Generator
8-11: Sensors
12: Hangar
13: Gatling Phaser
14-16: Engine
17-18: Reactor
19-20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

Limited Availability (33%)
Atmospheric Capable
Gravitic Drive System
Impulse Drive

HANGAR

0 Fighters
1 Shuttle

SHIELD CHART

Shield Capacity	Max Absorb
20 - 16	10
15 - 11	8
10 - 6	5
5 - 0	3

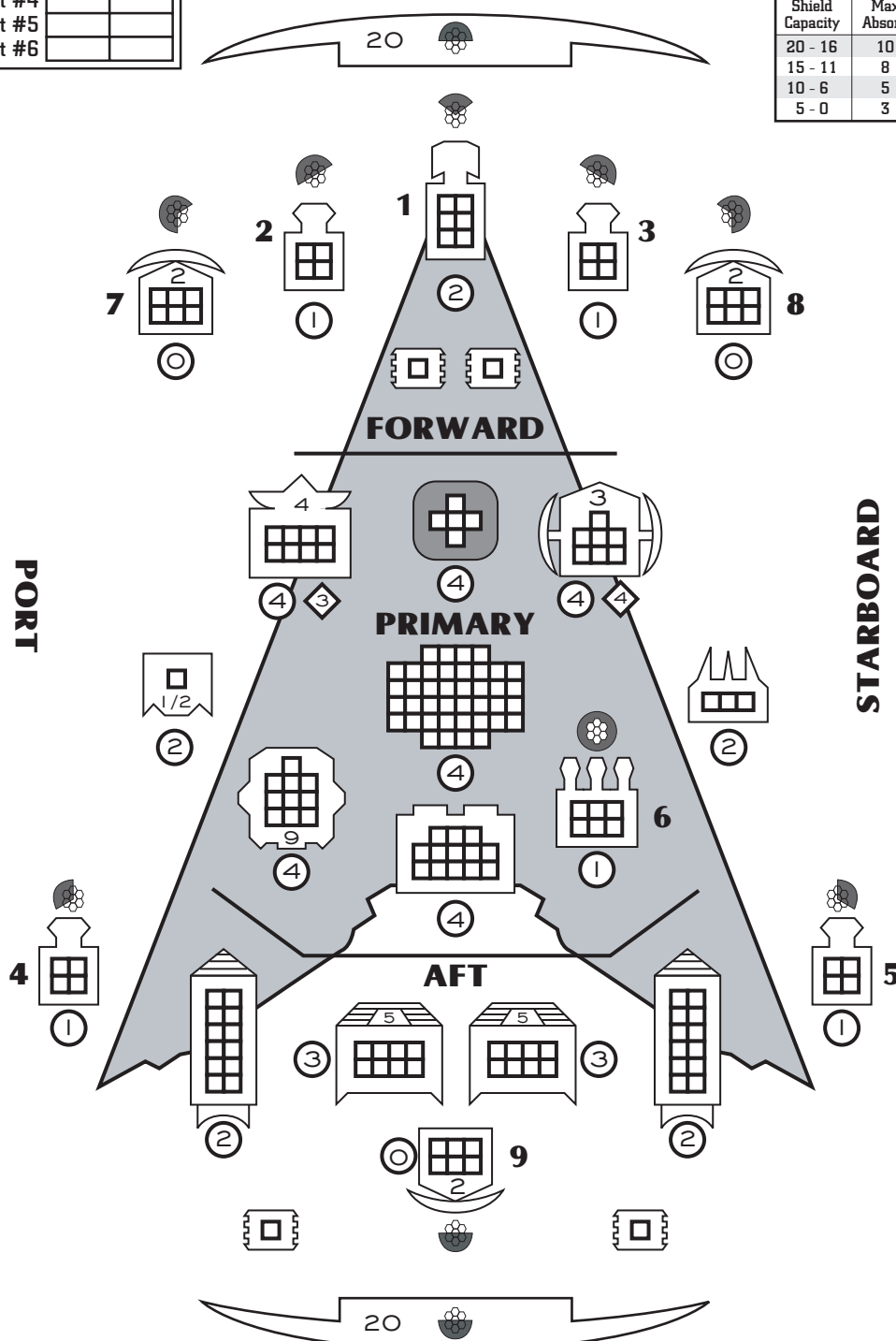
WEAPON DATA

Hellbore Torpedo

Class: Ballistic + Plasma
Mode: Enveloping + Flash
Damage: 4d10+8
Range Penalty: -1 per 3 hexes
Max Range: 30 hexes
Fire Control: +4/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targets the weakest shield and ignores deflector shield rating. May be fired as a Hellbore Spear, scoring 2d10+4 damage. See Rules.

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



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Hellbore Torpedo
- Light Phaser
- Gatling Phaser
- Bulkhead

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

Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.