



# Hydran Cavalier Heavy Carrier

## SPECS

Class: Capital Ship  
In Service: 2270  
Point Value: 470  
Ramming Factor: 170  
Warp Delay: 9 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +10  
Initiative Bonus: +2

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

## WEAPON DATA

**Intermediate Phaser**  
Class: Molecular  
Mode: R (B), S  
Damage: 2d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/+1  
Intercept Rating: -1  
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*

**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

## SHIELD CHART

Shield Capacity	Max Absorb
50 - 38	25
37 - 26	19
25 - 13	13
12 - 0	6

## FORWARD HITS

- 1-4: Deflector Shield
- 5-6: Intermediate Phaser
- 7-8: Light Phaser
- 9-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6: Intermediate Phaser
- 7-8: Gatling Phaser
- 9: Hangar A/B
- 10-12: Warp Engine
- 13-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-9: Primary Structure
- 10: Tractor Beam
- 11-12: Shield Generator
- 13-14: Sensors
- 15-16: Hangar C
- 17-18: Engine
- 19: Reactor
- 20: C&C

Note: Center warp engine is part of both side sections.

## SPECIAL NOTES

Restricted Deployment (10%)  
Gravitic Drive System  
Impulse Drive  
Special Hull Arrangement (No Aft Hits or Structure)

## SENSOR DATA

Defensive EW

Target #1

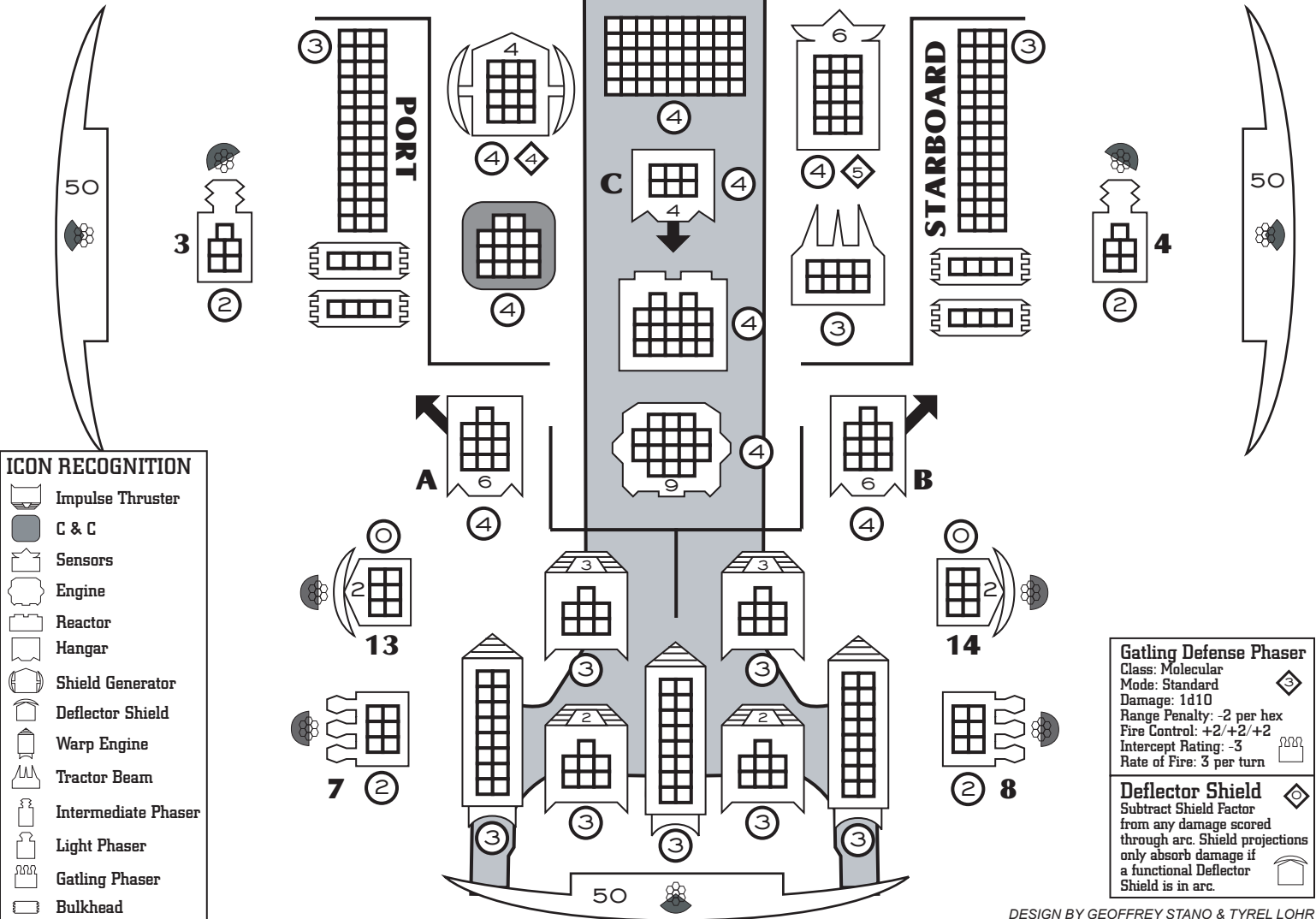
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Intermediate Phaser
- 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.