

Eldar Hellebore Frigate

SPECS

Class: Medium Ship
In Service: 3875
Point Value: 550
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (7)
Stb/Port Defense: 14 (9)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA

Pulsar Lance

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hex
Fire Control: +6/+4/-2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Adv Fusion Projector Battery

Class: Particle
Modes: Standard
Dmg: 2d10+6
Range Pen: -1 per 2 hexes
Fire Control: +5/+3/-2
Interception Rating: -1
Rate of Fire: 1 per 2 turns

Adv Torpedo Tube

Class: Ballistic
Mode: Standard
Damage: 30
Torpedoes: 1
Range Penalty: None
Speed: 18 hexes
Fire Control: +6/+4/+2
Rate of Fire: 1 per 3 turns

Holofield Projector

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

FORWARD HITS

1-4: Retro Thrust
5-6: Pulsar Lance
7: Adv Fusion Batt
8-10: Adv Torp Tube
11-17: Structure
18-20: P RIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Warp Engine
8-9: Holofield Emitter
11-12: Holofield Generator
13-17: Structure
18-20: P RIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive
Holofields

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

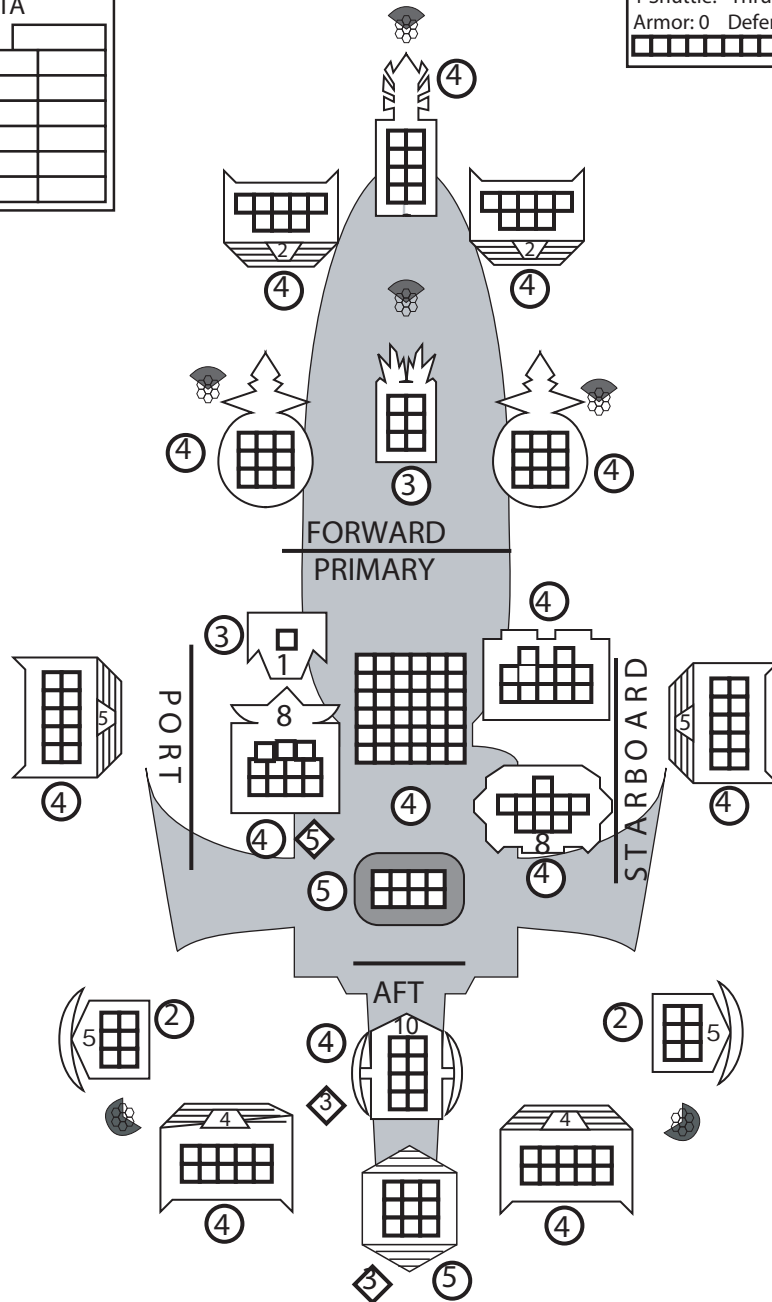
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 3

A armor: 0 Defense: 8/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Warp Engine
- Reactor
- Hangar
- Pulsar Lance
- Adv Fusion Projector Battery
- Adv Torp Tube
- Holofield Emitter Projector