

BPV: 35 ■ I.D. HELL BENDER II HCR

TPV

Pilot

2 Splatterguns (F)

To Hit: 2D6+ADB+1

Damage: Medium+2

Range: 2/6/10

Crew

PILOT

Plt: _____

Gnr: _____

Luck: _____

Pilot

Twin Stilettos (F)

To Hit: 2D8+ADB+1

Damage: Low *

Range: 3/9/10

Pilot

Twin Epee (F)

To Hit: 2D8+ADB+1

Damage: Medium *

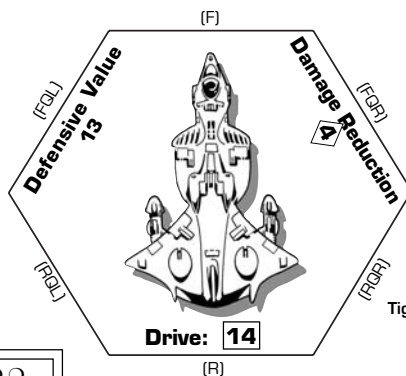
Range: 6/18/20

Target SR ≤12

Mk. 30 Torps

○

○



Tight Turn Cost: _____+3

Decoys: ○ ○

P-D: —

Dmg Con: 1-3

Tons: 300

DAMAGE TRACK

→	4		14	*	3	13	W	12	2	11	t	10	W
	9	1	8		7	*	6	t	5		W	4	
		3			2			1			×		

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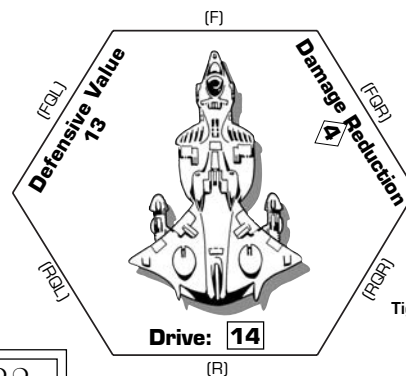
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→	4		14	*	3	13	W	12	2	11	t	10	W
	9	1	8		7	*	6	t	5		W	4	
		3			2			1			×		

GAME TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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CRITICAL HITS

- Pilot killed. Hell Bender may perform no further actions. Defensive Value drops to 5.
- Engines sputter. Hell Bender may only use 3 movement points next game turn.
- Electronic Warfare knocked out. Hell Bender may no longer jam torps. Reduce Defensive Value by 2.
- Stilettos lose power. Stileto may not be fired until after next game turn.
- Shields damaged. Reduce Defensive Value by 1.
- Armor too tough!. No additional damage.
- Epee Targeting damaged. Modify Epee To Hit attempts by -3.
- Minor Hull Breach inflicted. Reduce Defensive Value by 2.
- Torp Loads jettison harmlessly. Remove all torps.
- Pilot dazed. Hell Bender may not move or fire until after the next game turn.
- Reactor explodes. Hell Bender is destroyed.

STILETTO SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

* For every 2 points the To Hit total is over the targets DV the Stiletto does +1 damage.

EPEE SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19- 20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤12.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

Silent Death

Ironhorse F/S II-D VII "Hell Bender HCR"

Crew: 1

Maneuvering Thrust: 0.142 km/s/s

Mass: 300 tons

Translight Capability: None

Armour: Crysteel w/belt

Atmospheric Capability: Full

Armaments:

- 2 x Mk. 10 Splatterguns
- 2 x Mk. 10 Maxim Lasers "Stiletto"
- 2 x Mk. 20 Maxim Lasers "Epee"
- 2 x Mk. 30 Torpedoes

Comments: The Hellbender is another aging design in the Colosian inventory that has begun to undergo a comprehensive re-fit program. House Colos has started to rotate their Hellbenders through on a squadron-by-squadron basis, with the newly refitted ships sporting a dramatically updated armament package that incorporates both the latest Maxim Laser technology and enhanced secondary armament, as well as updated navigation and pilot/avionics/

weapon systems interface hardware and software. The new ship, designated the Hellbender HCR, is a deadly improvement over the original.

Gone are the low-powered Pulse Lasers, ammunition-dependant Autocannon, and cumbersome Meld Laser. In their stead the Hellbender HCR carries twin Stiletto and a pair of the heavier Epee Maxim Laser weapons. A pair of Splatterguns rounds out the new weapons systems, with the pair of Mk. 30 torpedoes from the original design being retained. While the performance of the Hellbender HCR is as ambivalent as the original due to mediocre shielding, non-existent point defenses, and rather low speed for a vessel of its size, the Hellbender is still popular with Colosian pilots, as it is extremely reliable and maintenance-friendly. With the new weapons array, Colosian pilots now also enjoy a greater combat survivability, especially when the Hellbender HCR is used aggressively (which is not something Colosians find all that difficult to do).

