

# Hydran Buffalo Hunter War Frigate



## SPECS

Class: Medium Ship  
In Service: 2275  
Point Value: 550  
Ramming Factor: 40  
Warp Delay: 13 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 13  
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  
4-7: Light Fusion Beam  
8-9: Gatling Phaser  
10-11: Imp Inter Phaser  
12-17: 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

## SPECIAL NOTES

Atmospheric Capable  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

2 Fighters  
1 Shuttle

## SHIELD CHART

Shield Capacity	Max Absorb
35 - 27	18
26 - 19	13
18 - 10	9
9 - 0	6

## WEAPON DATA

### Light Fusion Beam

Class: Molecular  
Modes: R, S  
Damage: 2d10+4  
+2 Power: 2d10+10  
+4 Power: 2d10+20  
Range Penalty: -1 per hex  
Fire Control: +4/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Must cooldown for one turn after firing and make a critical roll at a +3 penalty. If fired suicide overloaded, the weapon is destroyed and scores 2d10 damage against its own ship's facing section.*

### Imp Intermediate Phaser

Class: Molecular  
Mode: R (8), S  
Damage: 2d10+6  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+0  
Intercept Rating: -2  
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

### 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.

## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Improved Intermediate Phaser
- Light Fusion Beam
- Light Phaser
- Gatling Phaser
- Bulkhead

