



# Hydran Aegis Destroyer Escort

## SPECS

Class: Hvy Combat Vsl  
In Service: 2271  
Point Value: 410  
Ramming Factor: 80  
Warp Delay: 12 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: +4  
Initiative Bonus: +6

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

## FORWARD HITS

1-3: Deflector Shield  
4-5: Intermediate Phaser  
6-7: Aegis Sensor Pod  
8-10: Gatling Phaser  
11-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-3: Impulse Thruster  
4-5: Deflector Shield  
6-7: Gatling Phaser  
8-11: Warp Engine  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9: Tractor Beam  
10-11: Shield Generator  
12-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Special Deployment  
Carriers/Control Ships Only  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## HANGAR

6 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.*

### Intermediate Phaser

Class: Molecular  
Mode: R (8), 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

### 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.

### 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*

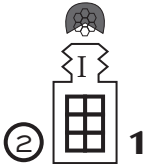
### Limited Aegis Pod

Provides displayed amount of bonus CCEW each turn (no other types of EW may be used). This pod's sensor value (CCEW) cannot be increased.

### Full Aegis Pod

Provides the same benefits and limitations as a limited Aegis Pod, but also allows the ship's gatling phasers to be used as Guardian Arrays against ballistic weapons only.

## Plus Refit



In Service: 2275  
Point Value: 415  
1. Replace Intermediate Phaser 1 with Improved Intermediate Phaser 1. Arcs and armor are unchanged.

## Full Aegis

In Service: 2292  
Point Value: 465  
1. Upgrade the Limited Aegis Pod to a Full Aegis Pod.

## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Aegis Sensor Pod
- Intermediate Phaser
- Improved Intermediate Phaser
- Gatling Phaser
- Bulkhead

