



Hydran Aegis Hunter Escort

SPECS

Class: Medium Ship
In Service: 2269
Point Value: 355
Ramming Factor: 40
Warp Delay: 13 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +4
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: Gatling Phaser
8-9: Light Phaser
10: Aegis Sensor Pod
11-17: 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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

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

HANGAR

0 Fighters

1 Shuttle

SHIELD CHART

Shield Capacity	Max Absorb
20 - 16	10
15 - 11	8
10 - 6	5
5 - 0	3

WEAPON DATA

Light Phaser

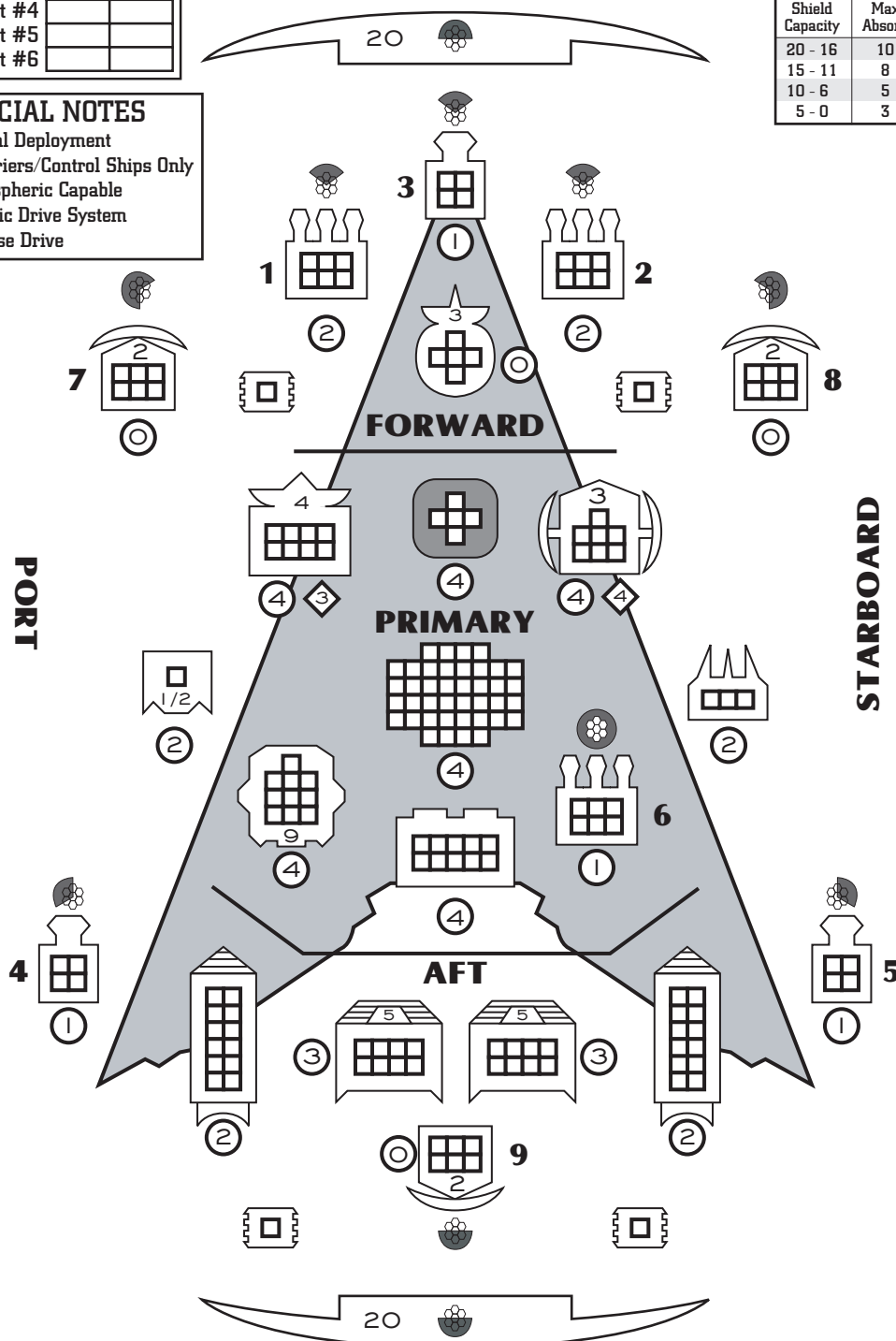
Class: Molecular
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

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
- Aegis Sensor Pod
- Light Phaser
- Gatling Phaser
- Bulkhead

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.

Full Aegis

In Service: 2292
Point Value: 385

1. Upgrade the Limited Aegis Pod to a Full Aegis Pod.