

# Hydran Buffalo Scout War Frigate



SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SPECS			MANEUVERING					COMBAT STATS				
Class: Medium Ship			Turn Cost: 1/2 Speed					Fwd/Aft Defense: 13				
In Service: 2275			Turn Delay: 1/2 Speed					Stb/Port Defense: 13				
Point Value: 575			Accel/Decel Cost: 2 Thrust					Engine Efficiency: 2/1				
Ramming Factor: 40			Pivot Cost: 1+1 Thrust					Extra Power: +5				
Warp Delay: 13 Turns			Roll Cost: 1+1 Thrust					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

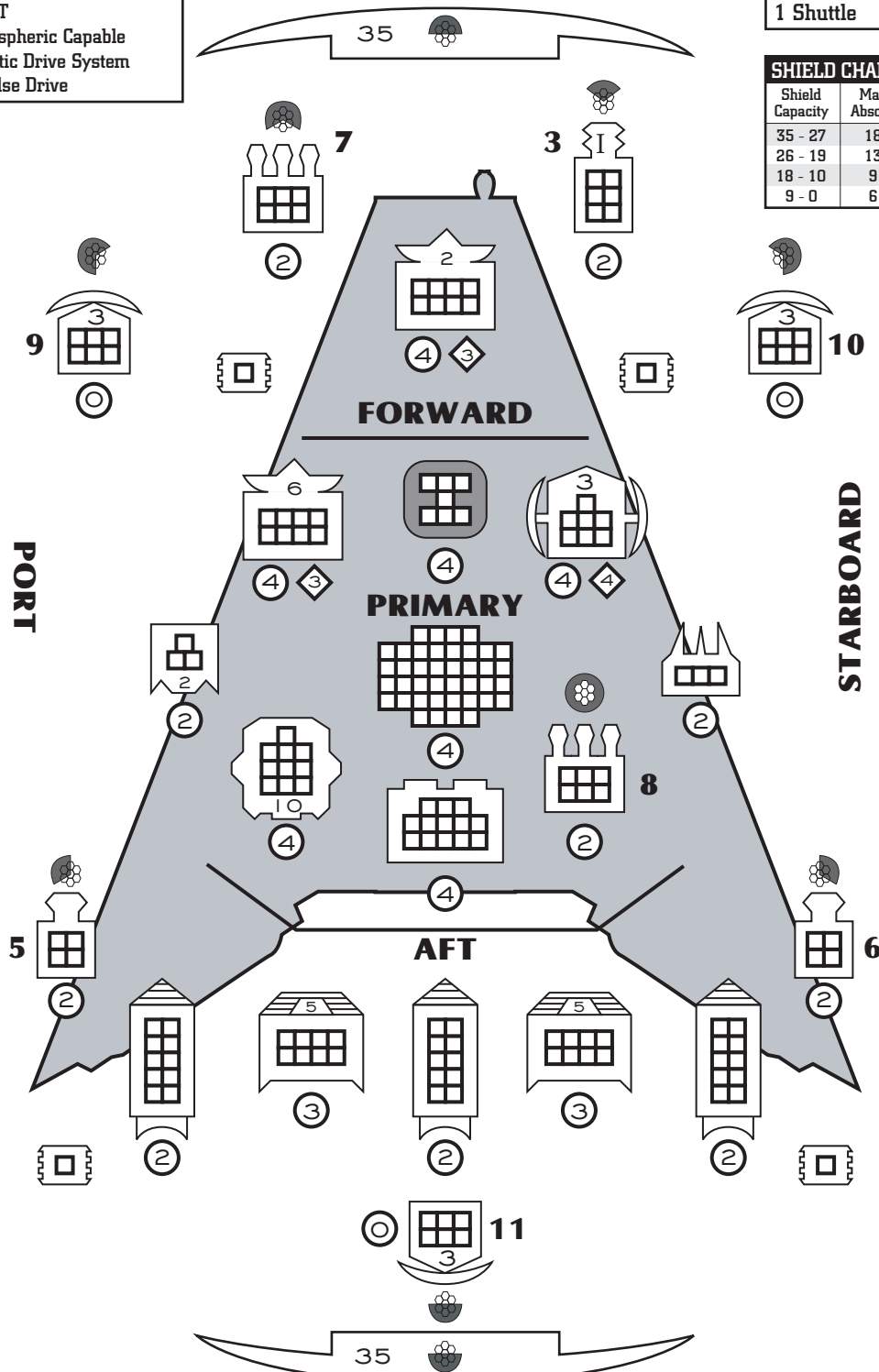
FORWARD HITS	
1-3:	Deflector Shield
4-7:	Forward Sensors
8-9:	Gatling Phaser
10-11:	Imp Inter Phaser
12-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-3:	Impulse Thruster
4-6:	Deflector Shield
7-8:	Light Phaser
9-11:	Warp Engine
12-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-4:	Tractor Beam
5-7:	Shield Generator
8-11:	Sensors
12:	Hangar
13:	Gatling Phaser
14-16:	Engine
17-18:	Reactor
19-20:	C&C

**SPECIAL NOTES**  
 Limited Deployment (33%)  
 ELINT  
 Atmospheric Capable  
 Gravitic Drive System  
 Impulse Drive

**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	
<b>Imp Intermediate Phaser</b>	
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	
<b>Light Phaser</b>	
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	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Improved Intermediate Phaser
	Light Phaser
	Gatling Phaser
	Bulkhead

<b>Gatling Defense Phaser</b>	
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	
<b>Deflector Shield</b>	
Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.	