



Hydran Escort War Frigate

SPECS

Class: Medium Ship
In Service: 2275
Point Value: 575
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: +2
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

SPECIAL NOTES

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

FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Aegis Sensor Pod
- 6-7: Gatling Phaser
- 8-9: Light 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

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

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.

Full Aegis

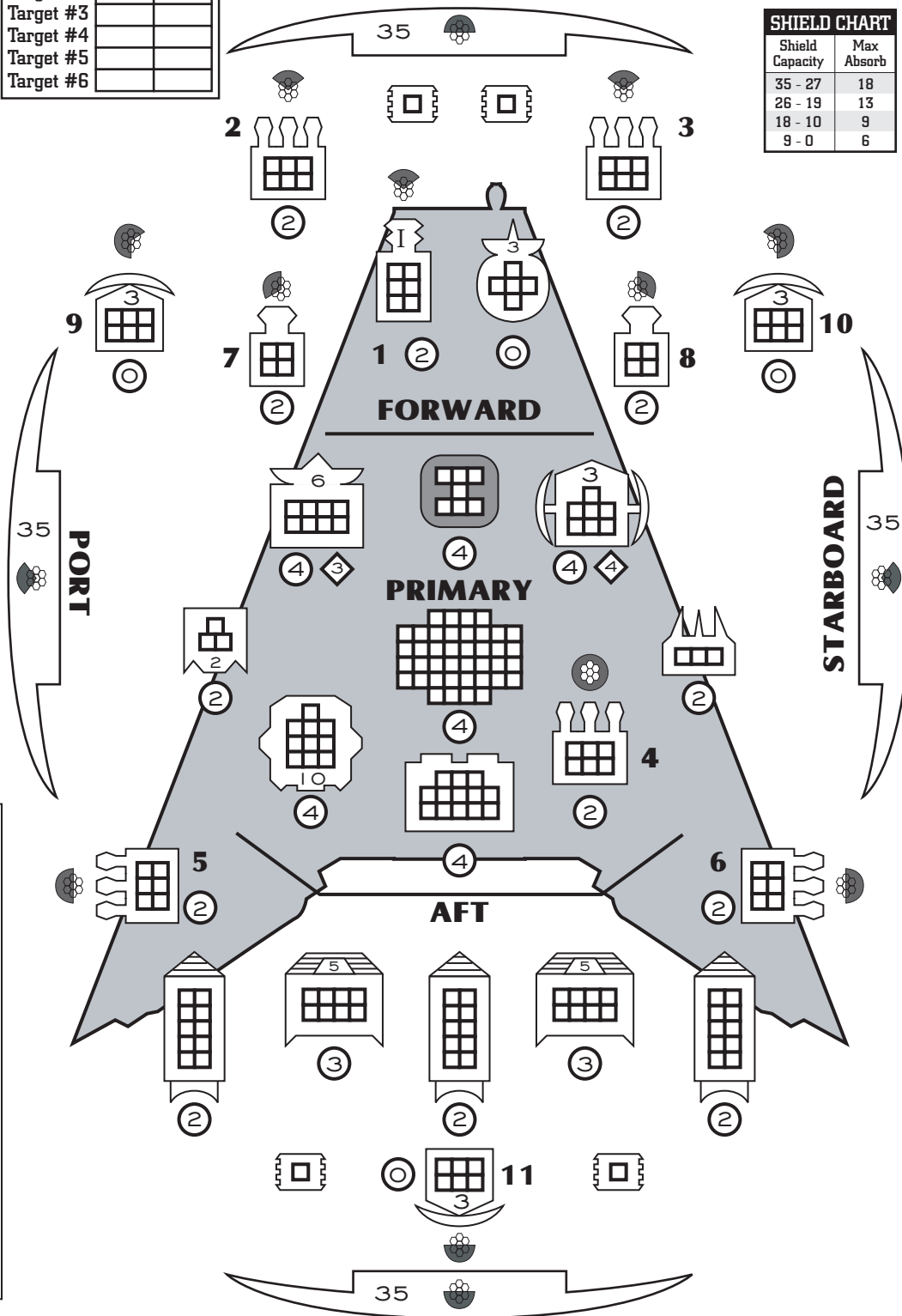
In Service: 2292

Point Value: 625

- 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
- Improved Intermediate Phaser
- 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.