



# Hydran Hunter Battle Frigate

## SPECS

Class: Medium Ship  
In Service: 2212  
Point Value: 280  
Ramming Factor: 30  
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: 0  
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

## WEAPON DATA

### Fusion Beam

Class: Molecular  
Modes: R, S  
Damage: 3d10+4  
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. May overload by adding 3 power, scoring 3d10+10 damage, but must roll critical.

### 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

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

## FORWARD HITS

1-3: Deflector Shield  
4-7: Fusion Beam  
8-19: Light Phaser  
10-17: 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  
12-13: Hangar  
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

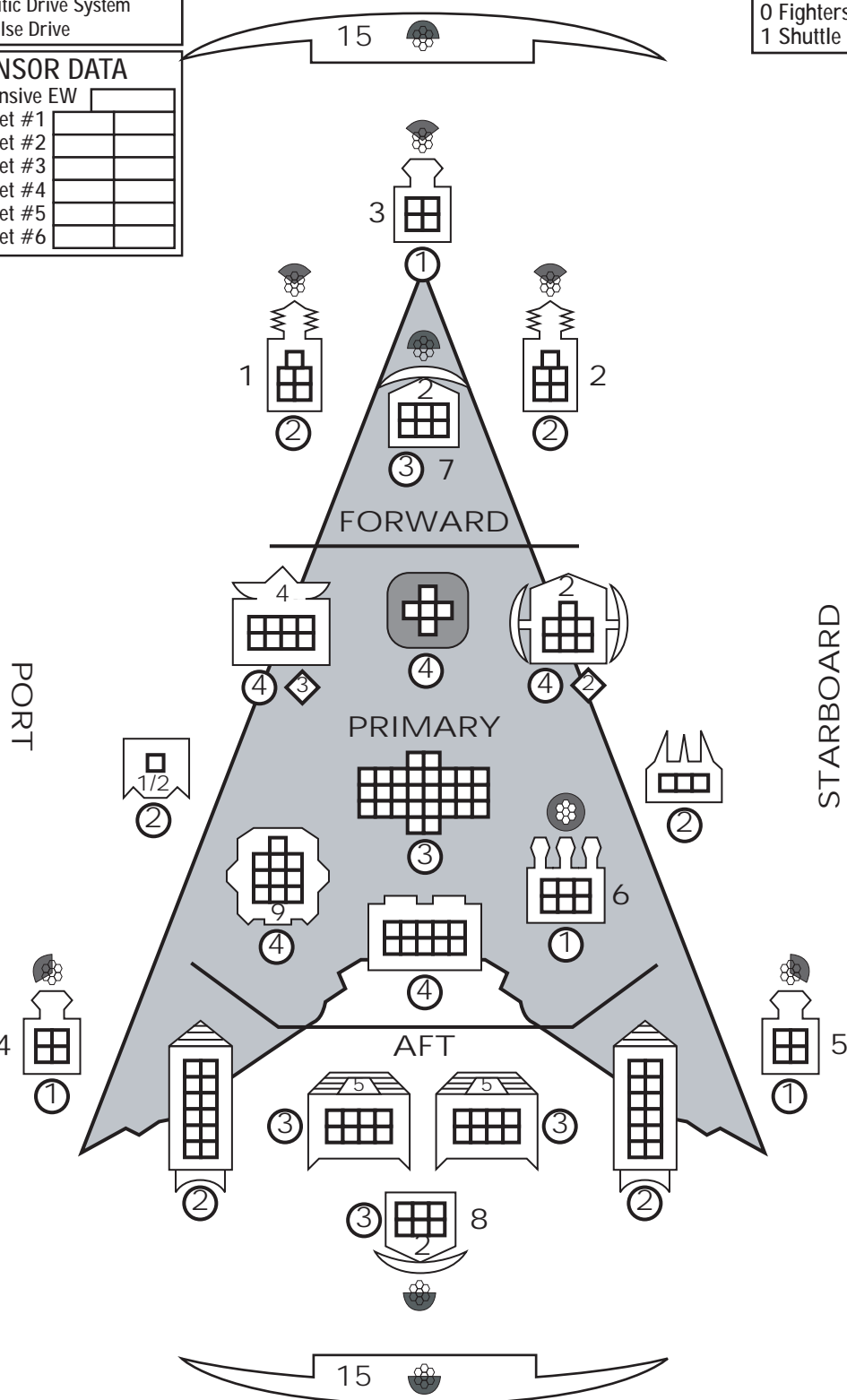
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
1 Shuttle



## ICON RECOGNITION

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