



Hydran Scout Recon Frigate

SPECS

Class: Medium Ship
In Service: 2212
Point Value: 340
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

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
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: Forward Sensors
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

ELINT Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

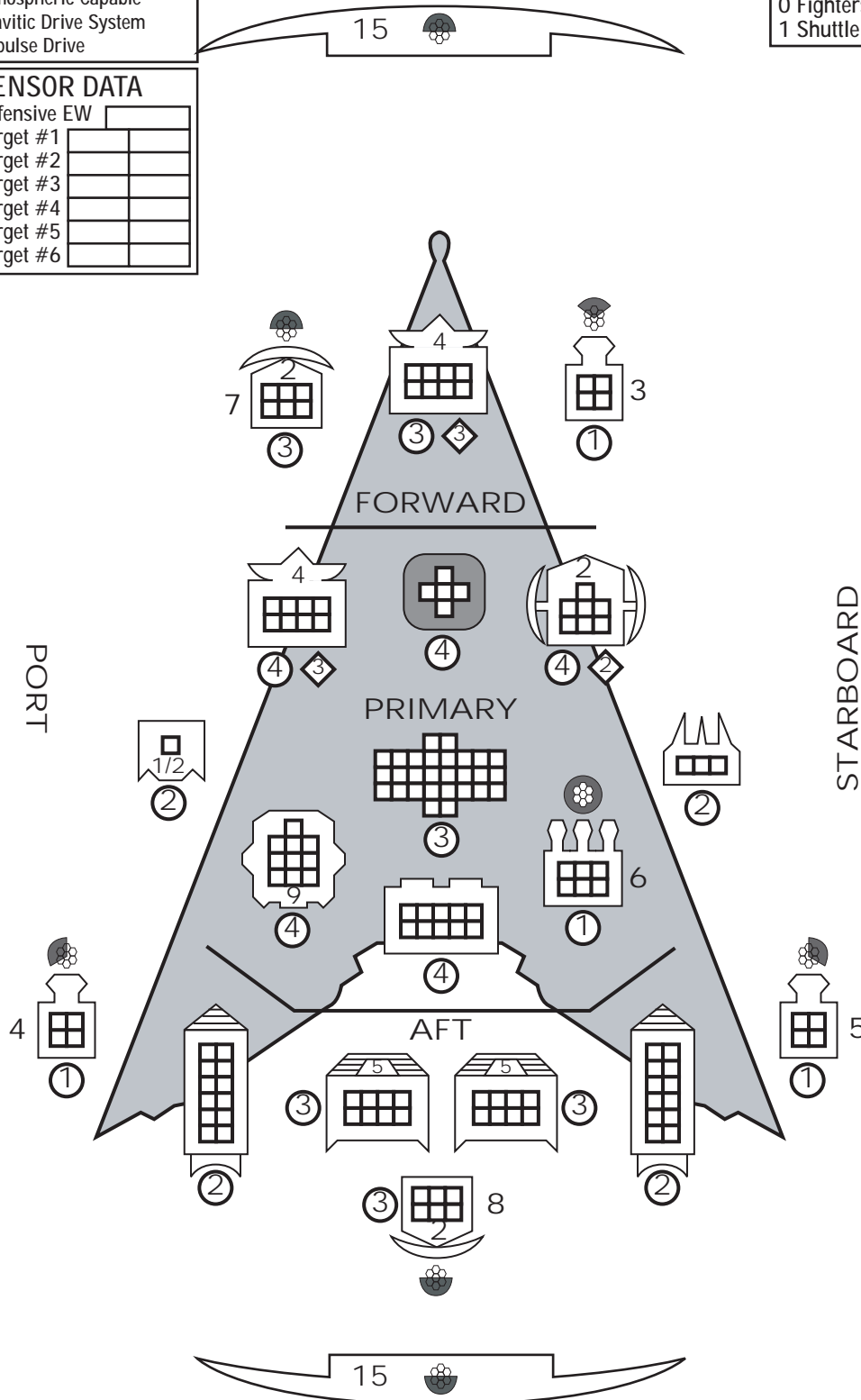
Target #4

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
- Light Phaser
- Gatling Phaser