



Hyach Alichi Tal Infiltrator

SPECS

Class: Hvy Combat Vsl
In Service: 2244
Point Value: 650
Ramming Factor: 170
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
TC in Rev.	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

MAIN HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 10/10

FWD HANGAR

12 Assault Shuttles
2 Breaching Pods

WEAPON DATA

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Maser

Class: Laser
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per hex
Fire Control: +3/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Armor counts double, damage doubled for crits

Interdictor

Class: Particle
Modes: Defensive only
Damage: None
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -4
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Fwd Hangar
7-8: Maser
9-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Port/Stb Thrust
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Medium Laser
11-12: Interdictor
13: Sensors
14: Computer
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

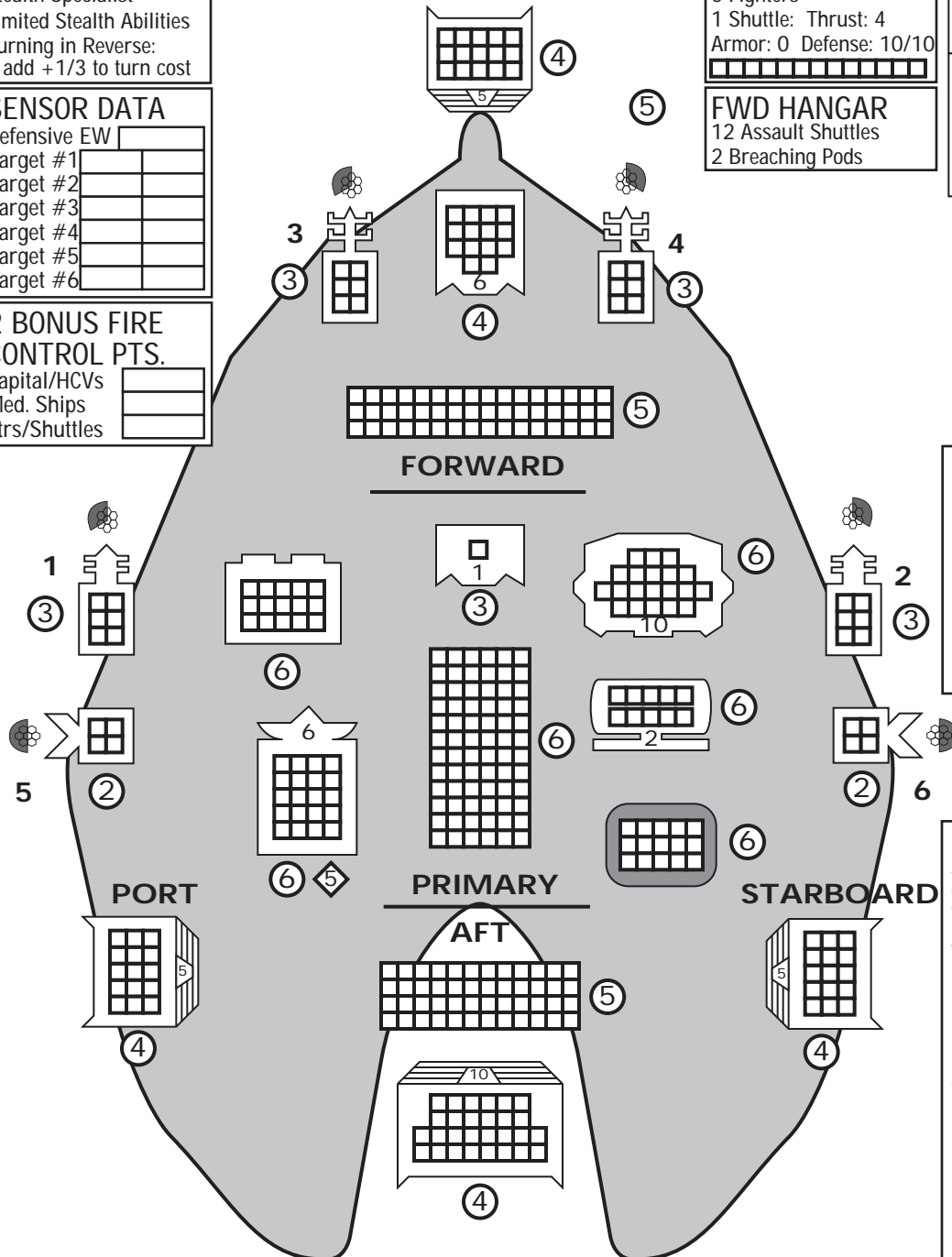
Limited Deployment (33%)
Gravitic Drive System
Stealth Specialist
Limited Stealth Abilities
Turning in Reverse:
add +1/3 to turn cost

SENSOR DATA

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

2 BONUS FIRE CONTROL PTS.

Capital/HCVs
Med. Ships
Ftrs/Shuttles



HYACH ACHILAT BREACHING POD

Cost: 40 Defense: 8/9
Thrust: 7 Offense: 0
Armor: 3 Initiative: +9
No Weapons
Gravitic

HYACH LARICHA ASSAULT SHUTTLE

Cost: 40 Defense: 9/7
Thrust: 8 Offense: 0
Armor: 2 Initiative: +9
1 Light Blast Laser
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 2d6+5
Fighter Firing Arc:

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Computer
- Interdictor
- Medium Laser
- Maser