



Hyach Evirol Kon Auxiliary Carrier

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 500
Ramming Factor: 230
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

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

1-5: Retro Thrust
6-7: Medium Laser
8-9: Interdictor
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Maser
7-10: Port/Stb Hangar
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Interdictor
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Gravitic Drive System
Limited Deployment (33%)
Crew Specialists: 0

SENSOR DATA

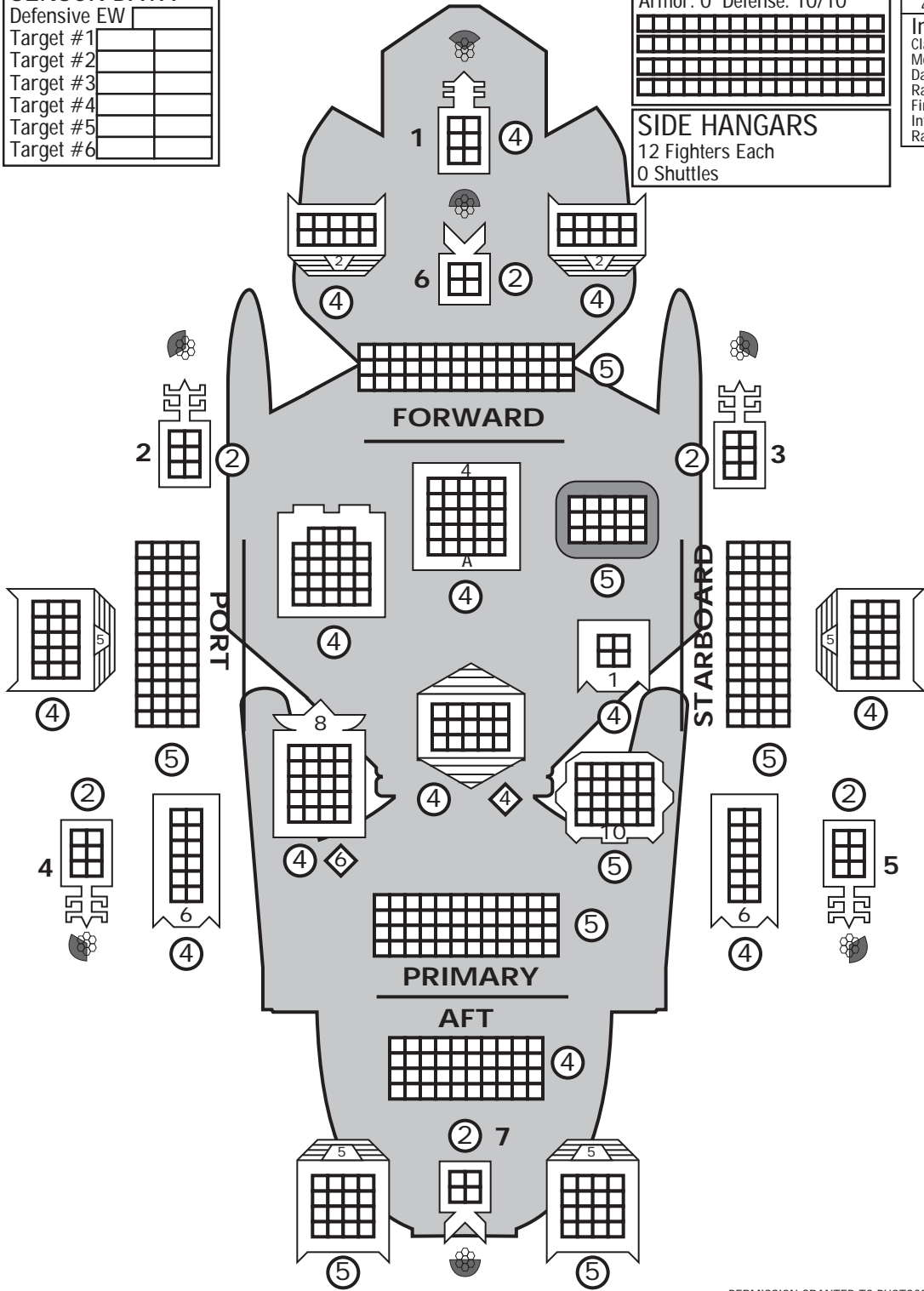
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MAIN HANGAR

0 Fighters
4 Cargo Shuttles:
Thrust: 4 No Weapons
Armor: 0 Defense: 10/10

SIDE HANGARS

12 Fighters Each
0 Shuttles



ICON RECOGNITION

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