

# Hyach Tavori Kam Gunship

## SPECS

Class: Medium Ship  
In Service: 2194  
Point Value: 575  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Blast Laser**  
Class: Laser  
Modes: Standard  
Damage: 2d10+14  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+2/+0  
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

## SPECIAL NOTES

Gravitic Drive System  
Crew Specialist: 1  
Agile Ship

## 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

## FORWARD HITS

1-4: Retro Thrust  
5-7: Blast Laser  
8-10: Maser  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Maser  
9-17: Structure  
18-20: PRIMARY Hit

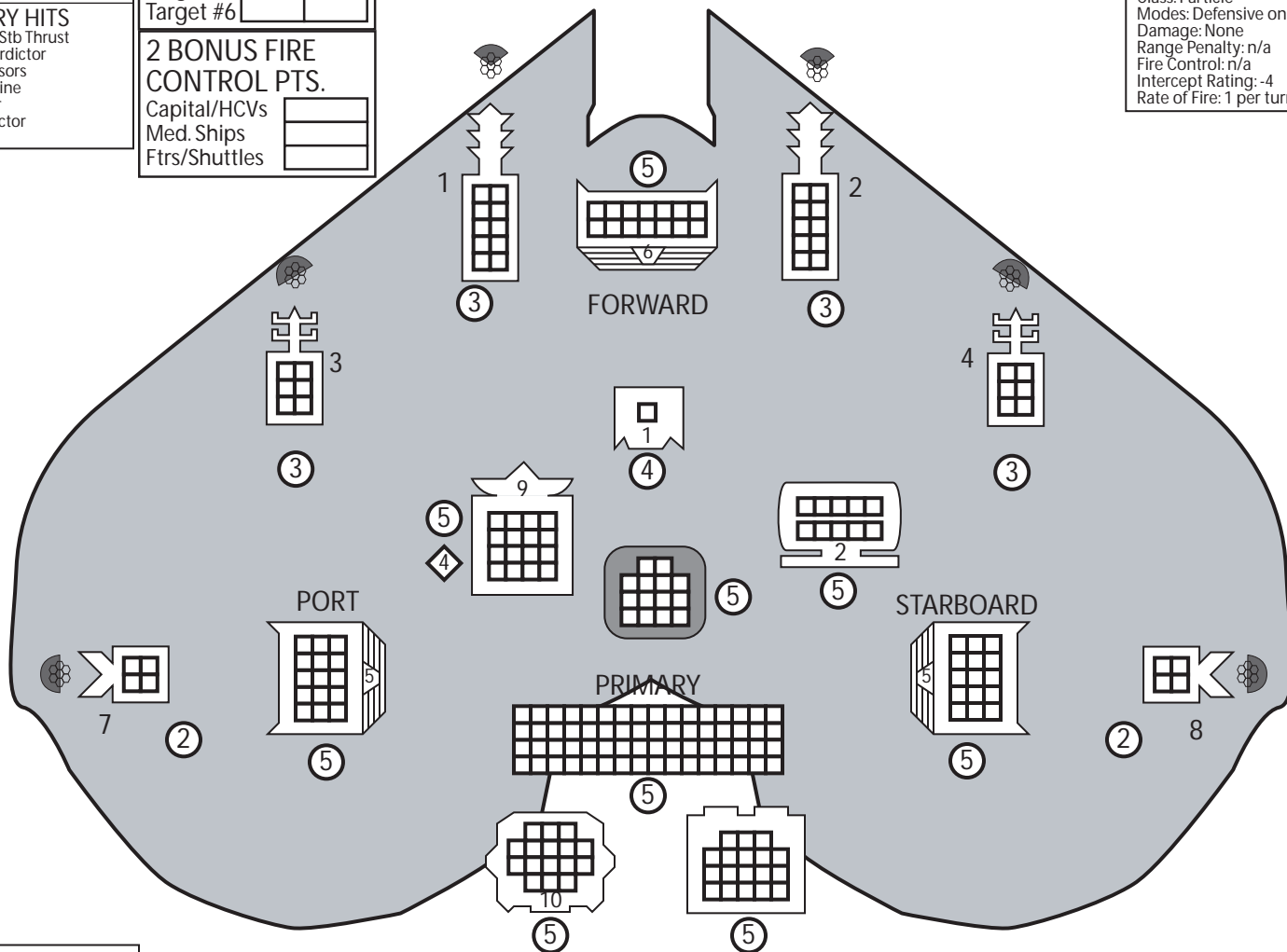
## PRIMARY HITS

1-10: Port/Stb Thrust  
11-12: Interdictor  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

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

## HANGAR

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Blast Laser
- Maser
- Interdictor