

# Hyach Urutha Kal Dreadnought

## SPECS

Class: Capital Ship  
In Service: 2207  
Point Value: 1300  
Ramming Factor: 370  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

## HANGAR

12 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 10/10

## 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

## WEAPON DATA

### Spinal Laser

Class: Laser  
Modes: R, S  
Damage: 6d10+40  
Range Penalty: -1 per 5 hexes  
Fire Control: +4/+2/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 5 turns

### 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

### Blast Laser

Class: Laser  
Mode: Standard  
Damage: 2d10+14  
Range Penalty: -1 per 3 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*

## FORWARD HITS

1-4: Retro Thrust  
5-6: Spinal Laser  
7-8: Blast Laser  
9-10: Interdictor  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Maser  
8-9: Medium Laser  
10: Interdictor  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Maser  
9-10: Medium Laser  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Limited Deployment (33%)  
Gravitic Drive System  
Crew Specialists: 3

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

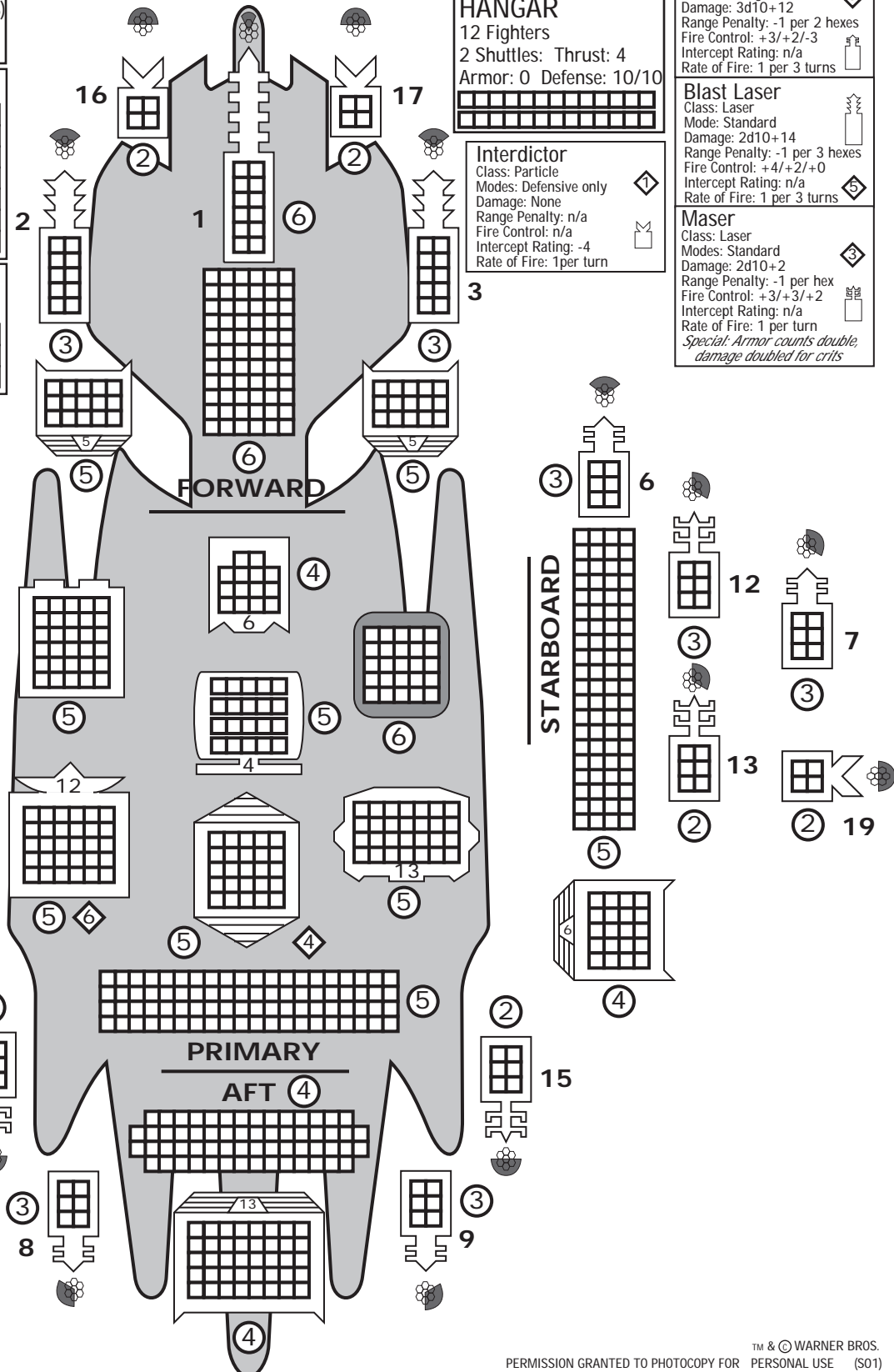
Target #6

## 4 BONUS FIRE CONTROL PTS.

Capital/HCVs

Med. Ships

Ftrs/Shuttles



## ICON RECOGNITION

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