

Hyach Tachila Kor Scout Carrier

SPECS

Class: Capital Ship
In Service: 2215
Point Value: 750
Ramming Factor: 270
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
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	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

HANGAR

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

WEAPON DATA

Blast Laser

Class: Laser
Mode: 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

FORWARD HITS

1-5: Retro Thrust
6: Blast Laser
7-8: Maser
9-10: Hangar
11: Interdictor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Maser
8-9: Interdictor
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

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

SPECIAL NOTES

Limited Deployment (33%)
Crew Specialists: 2
ELINT Ship
Gravitic Drive System

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

ICON RECOGNITION

