

# Hyach Alichi Som Anti-Fighter Stealth Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2210  
Point Value: 700  
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

## HANGAR

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

## 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

### Duel Lt Blast Laser

Class: Laser  
Modes: Standard  
Damage: 2d6+5  
Range Penalty: -2 per hex  
Fire Control: +0/+0/+4  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

### 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: Spinal Laser  
7-8: Duel Lt. Blast Laser  
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  
Crew Specialists: 1  
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

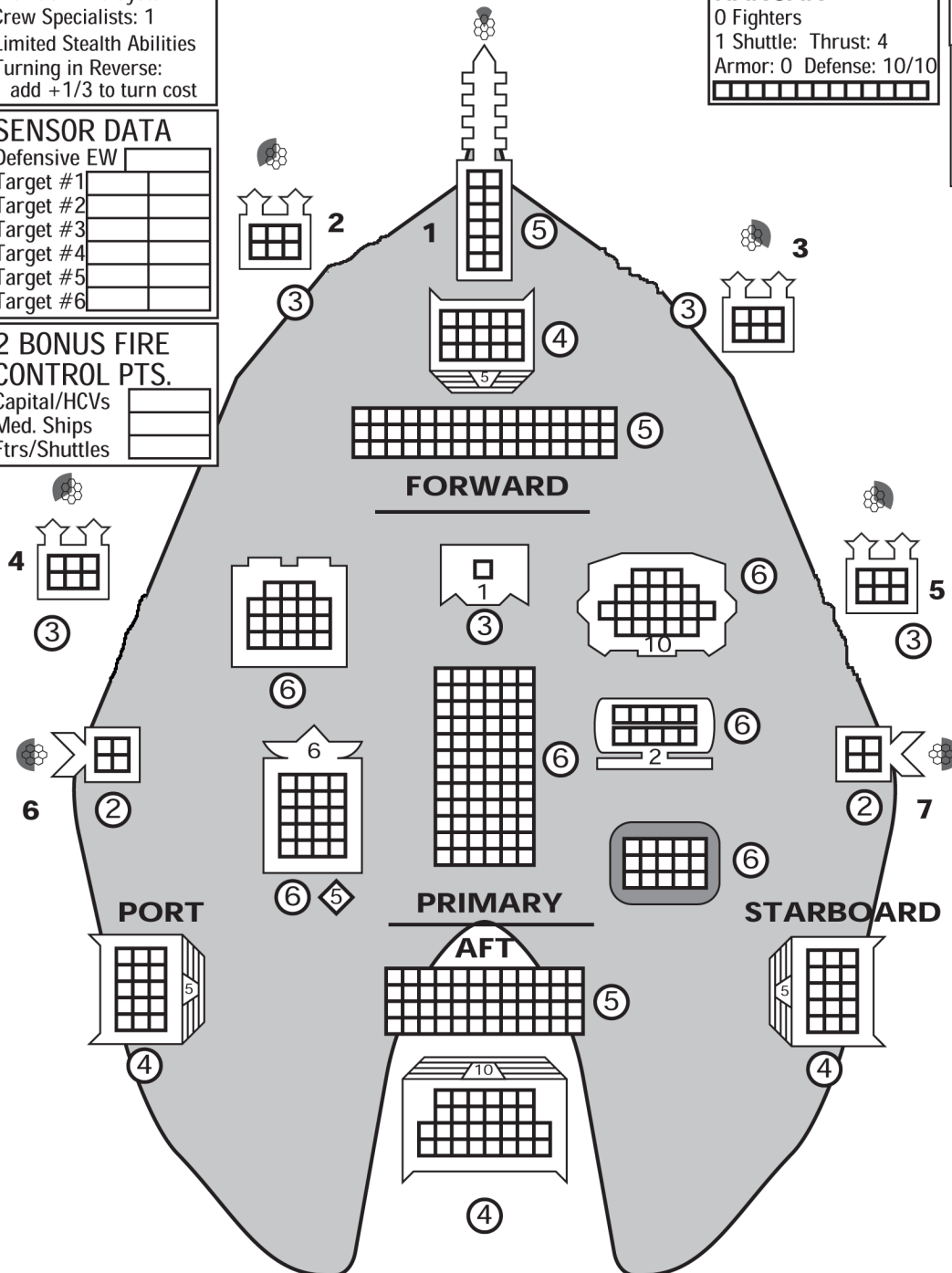
Target #6

## 2 BONUS FIRE CONTROL PTS.

Capital/HCVs

Med. Ships

Ftrs/Shuttles



## ICON RECOGNITION

