

Hyach Alorai Kon Light Carrier

SPECS

Class: Hvy Combat Vsl
In Service: 2160
Point Value: 475
Ramming Factor: 170
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 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: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

WEAPON DATA

Medium Laser Cannon
Class: Laser
Modes: 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: Maser
8-9: Medium Laser
10: Interdictor
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Medium Laser
8: Maser
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Port/Stb Thrust
10-12: Sensors
13: Computer
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System
Crew Specialists: 2

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

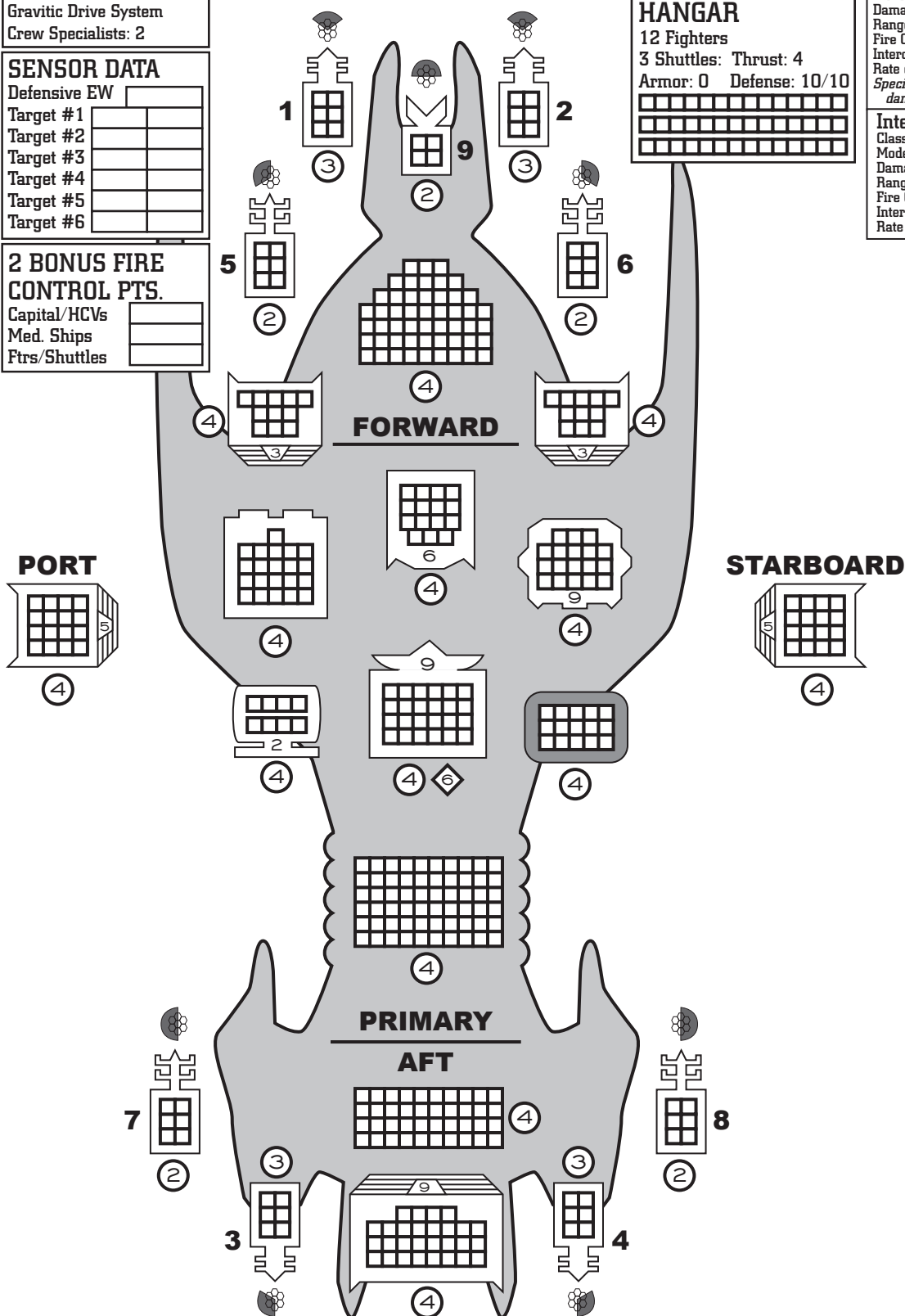
Ftrs/Shuttles

HANGAR

12 Fighters

3 Shuttles: Thrust: 4

Armor: 0 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Computer
- Maser
- Interdictor
- Medium Laser
- Heavy Laser