

# Hyach Irokai Tal Frontal Assault Cruiser

## SPECS

Class: Capital Ship  
In Service: 2051  
Point Value: 1100  
Ramming Factor: 290  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 16  
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

## 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  
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

### Lasing Torpedo

Class: Ballistic + Laser  
Modes: Raking (8)  
Damage: 3d10  
Range Penalty: None  
Max Range: 45 hexes  
Fire Control: +4/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-5: Retro Thrust  
6-7: Spinal Laser  
8-9: Medium Laser  
10-11: Maser  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

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

## AFT HITS

1-6: Main Thrust  
7-8: Maser  
9-10: Interdictor  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Jump Engine  
11-12: Sensors  
13: Computer  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C&C

## SENSOR DATA

### Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## 3 BONUS FIRE CONTROL PTS.

Capital/HCVs

Med. Ships

Ftrs/Shuttles

## HANGAR

0 Fighters

2 Breaching Pods

4 Assault Shuttles

2 Shuttles: Thrust: 4

Armor: 0 Defense: 10/10

## Interdictor

Class: Particle

Modes: Defensive only

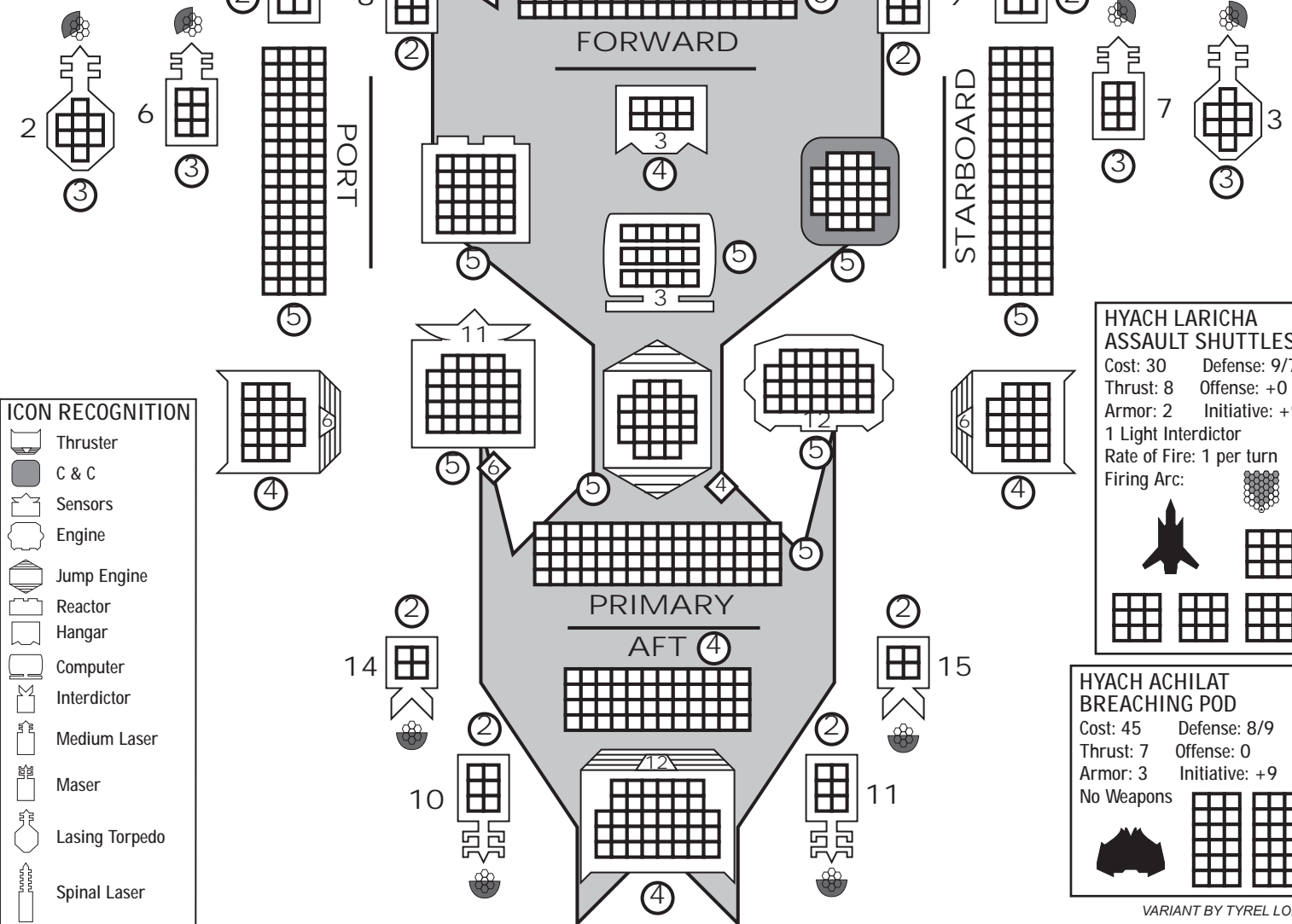
Damage: None

Range Penalty: n/a

Fire Control: n/a

Intercept Rating: -4

Rate of Fire: 1 per turn

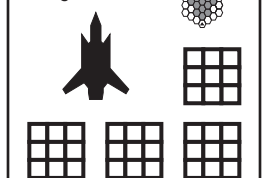


## ICON RECOGNITION

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

## HYACH LARICHA ASSAULT SHUTTLES

Cost: 30 Defense: 9/7  
Thrust: 8 Offense: +0  
Armor: 2 Initiative: +9  
1 Light Interdictor  
Rate of Fire: 1 per turn  
Firing Arc:



## HYACH ACHILAT BREACHING POD

Cost: 45 Defense: 8/9  
Thrust: 7 Offense: 0  
Armor: 3 Initiative: +9  
No Weapons

