

Hyach Sirol Kur Fast Escort

SPECS

Class: Medium Ship
In Service: 2072
Point Value: 365
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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

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
6-8: Maser
9-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Maser
8-16: Aft Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-8: Interdictor
9-11: Sensors
12-13: Computer
14-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System
Agile Ship
Crew Specialists: 1

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

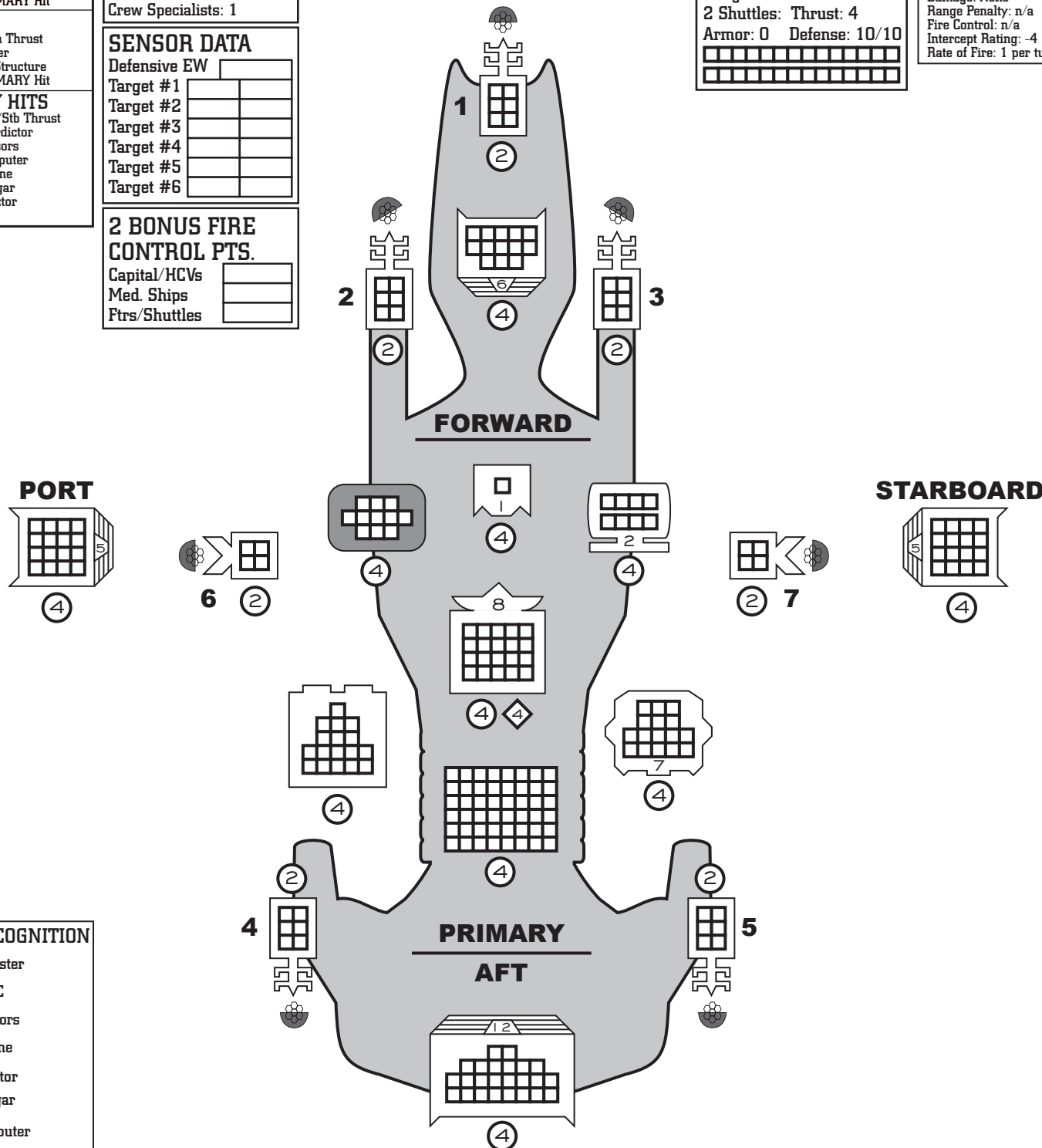
Ftrs/Shuttles

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Computer
- Maser
- Interdictor