

Hyach Irokai Kal Command Gunship

SPECS

Class: Capital Ship
In Service: 2165
Point Value: 1325
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: +1

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

Heavy Laser Cannon

Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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

1-6: Retro Thrust
7-8: Spinal Laser
9-11: Heavy Laser
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Heavy Laser
9-10: Interdictor
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

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

SPECIAL NOTES

Gravitic Drive System
Intelligence Specialist
Other Specialists: 2
+1 initiative to all Hyach ships in the scenario

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

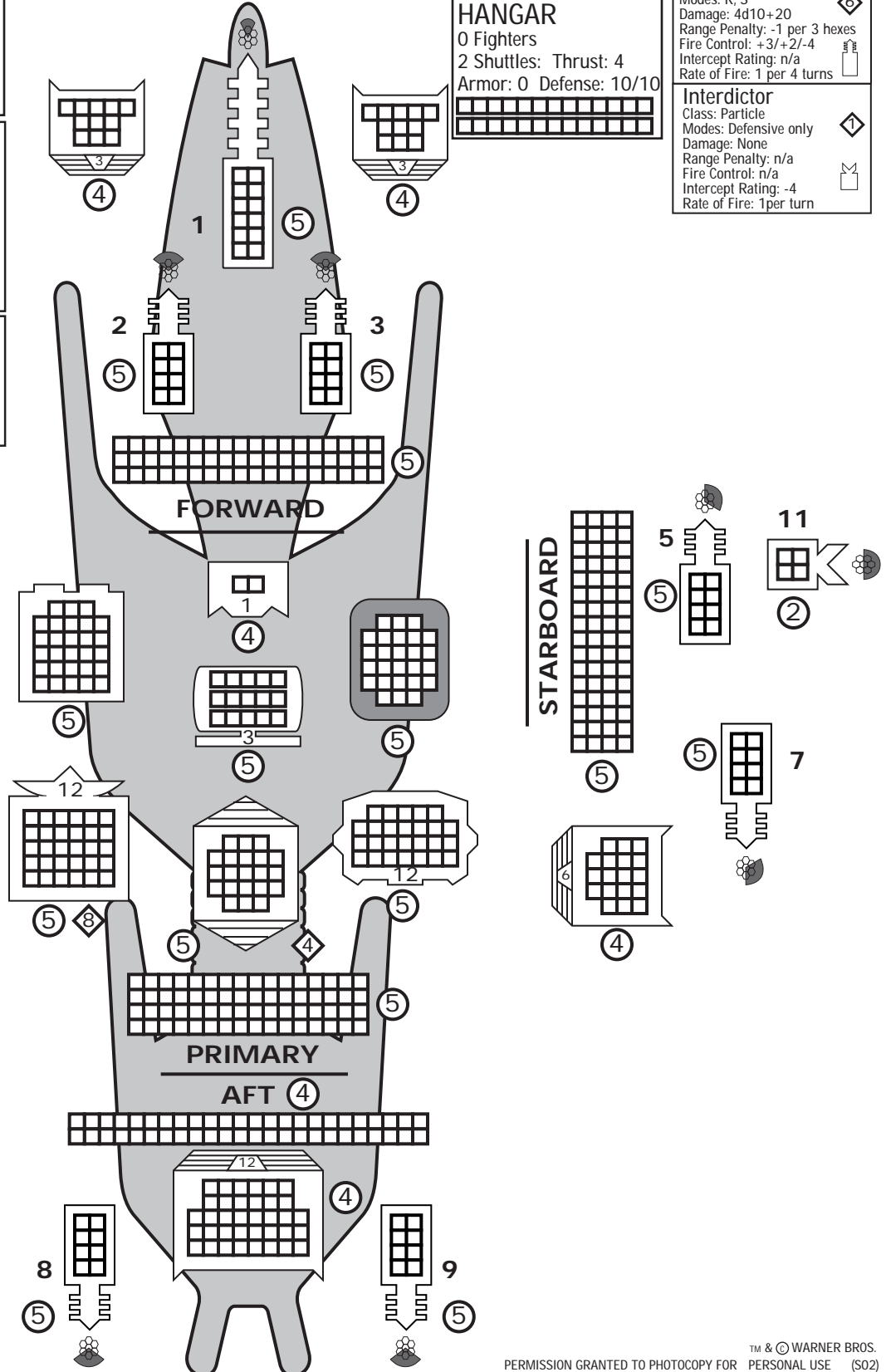
Ftrs/Shuttles

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 10/10



ICON RECOGNITION

