



# Hyach Senchlat Kir Ballistic Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2258  
Point Value: 800  
Ramming Factor: 180  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
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	2	3	4	4	5	6	6	7	7	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	7	8

## WEAPON DATA

### Proximity Laser

Class: Proximity (Laser)  
Modes: Raking  
Damage: 3d10+8  
Maximum Range: 30 hexes  
Range Penalty: -1 per 2 hexes  
Fire Control: +0/+0/--  
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: Proximity Laser  
8: Maser  
9: Interdictor  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Proximity Laser  
8: Maser  
9: Interdictor  
10-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Port/Stb Thrust  
11-13: Sensors  
14: Hangar  
15: Computer  
16-17: Engine  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Crew Specialists: 2  
Gravitic Drive System

## SENSOR DATA

Defensive EW

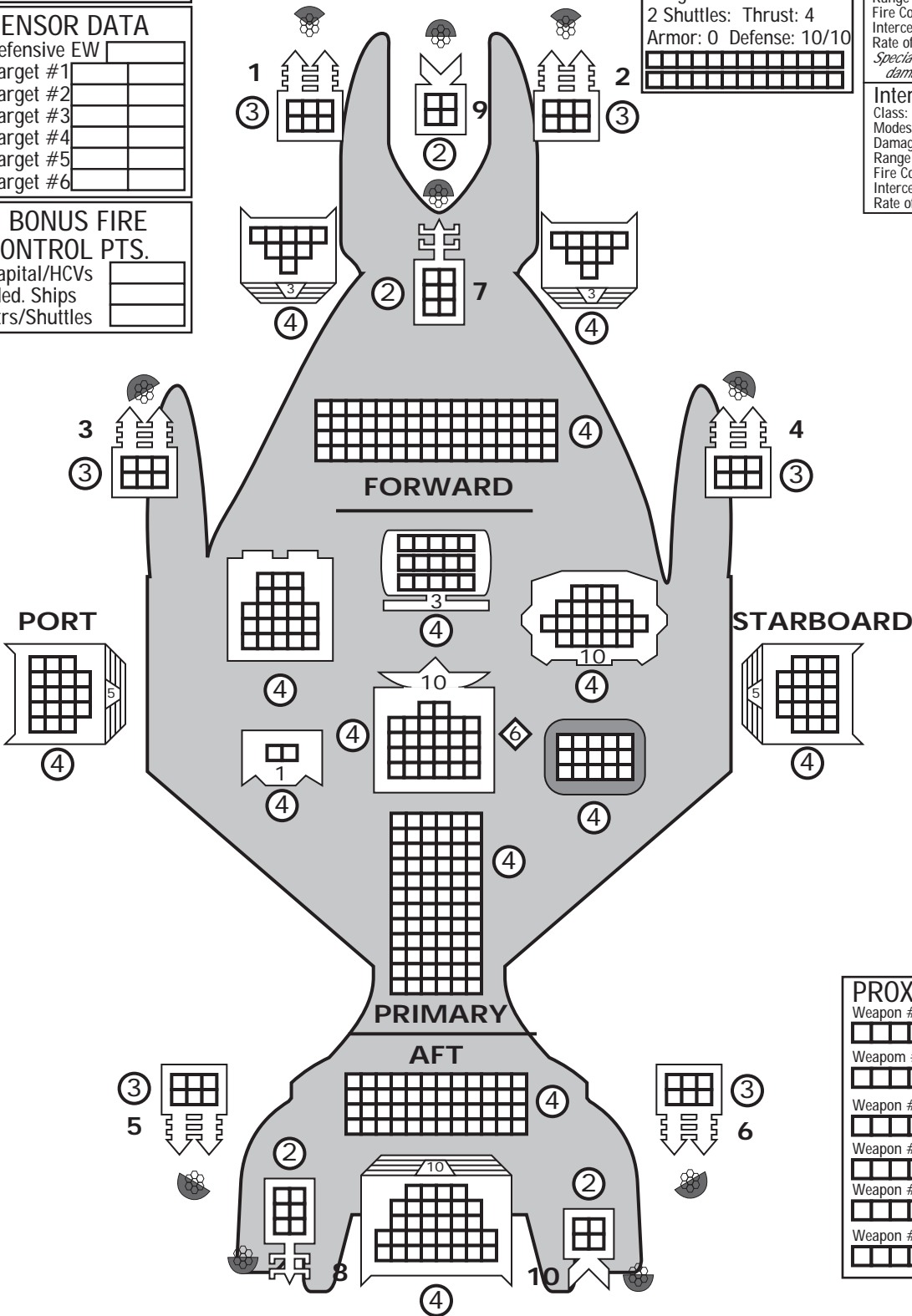
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## 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

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

## PROX LASERS

Weapon #1  
Weapon #2  
Weapon #3  
Weapon #4  
Weapon #5  
Weapon #6