

# Hyach Evrol Kel Terror Cruiser

## SPECS

Class: Capital Ship  
In Service: 2262  
Point Value: 400  
Ramming Factor: 230  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
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

### Mass Driver

Class: Matter  
Modes: Standard  
Damage: 8d10+60  
Range Penalty: -1 per 6 hexes  
Fire Control: +2/-/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Targets immobile enormous units, bases, or planets only; launching ship must be speed zero*

### Improved Bomb Rack

Class: Ballistic  
Bombs/Missiles: 10  
Range Penalty: None  
Fire Control: +2/+2/+1  
Rate of Fire: 1 per turn

### 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  
6-9: Mass Driver  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5: Interdictor  
6-7: Imp. Bomb Rack  
8-10: Prisoners  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Interceptor  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Imp. Bomb Rack  
11-12: Laboratory  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Gravitic Drive System  
Limited Availability (33%)  
Crew Specialists: 0

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

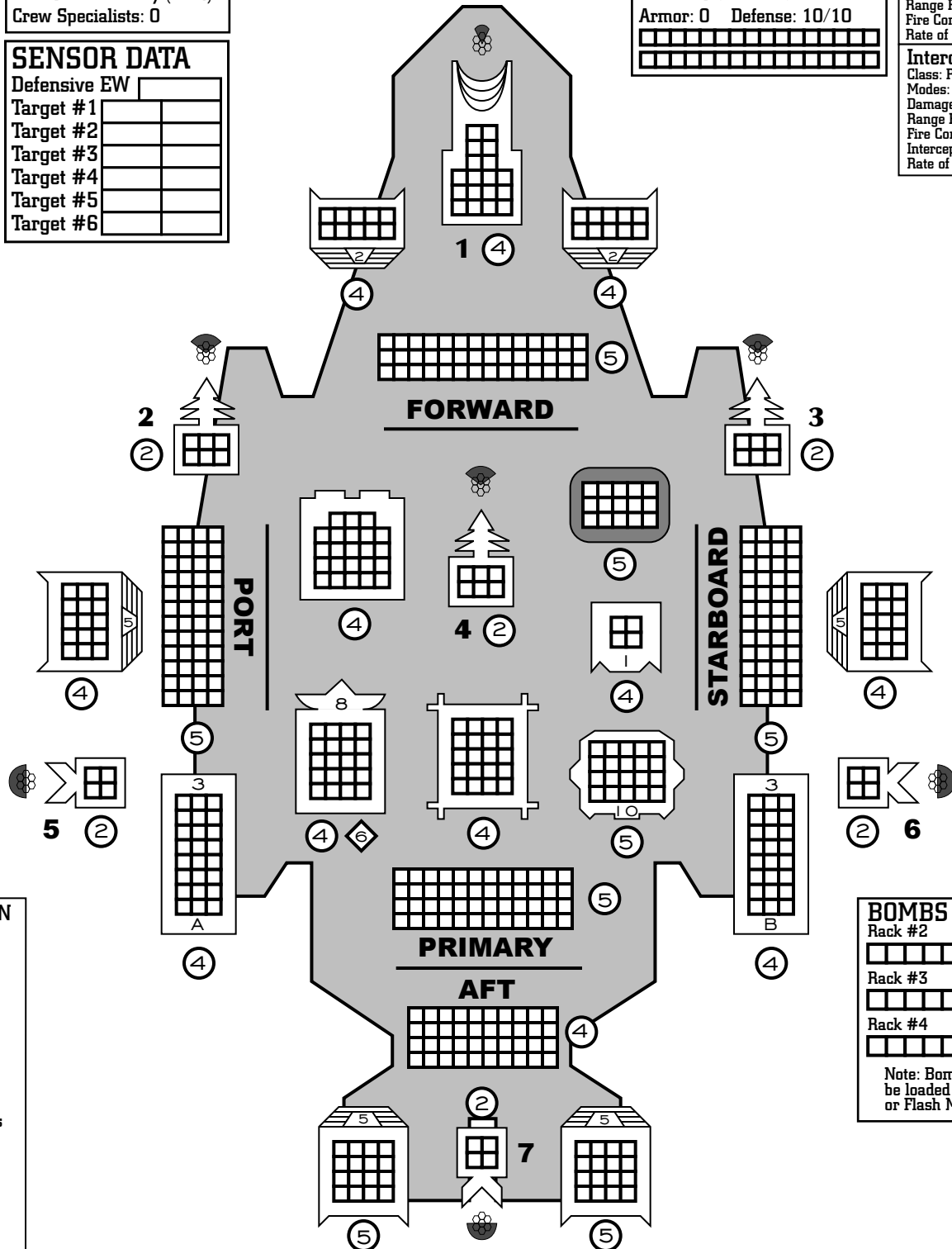
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
4 Shuttles: Thrust: 4  
Armor: 0 Defense: 10/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo / Prisoners
- Laboratory
- Mass Driver
- Improved Bomb Rack
- Interdictor

## BOMBS

Rack #2

Rack #3

Rack #4

Note: Bomb racks can be loaded with Basic or Flash Missiles