

Hyach Irokai Tal Frontal Assault Cruiser

SPECS

Class: Capital Ship
In Service: 2051
Point Value: 1200
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

Blast Laser

Class: Laser
Modes: Standard
Damage: 2d10+14
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

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: Blast Laser
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.

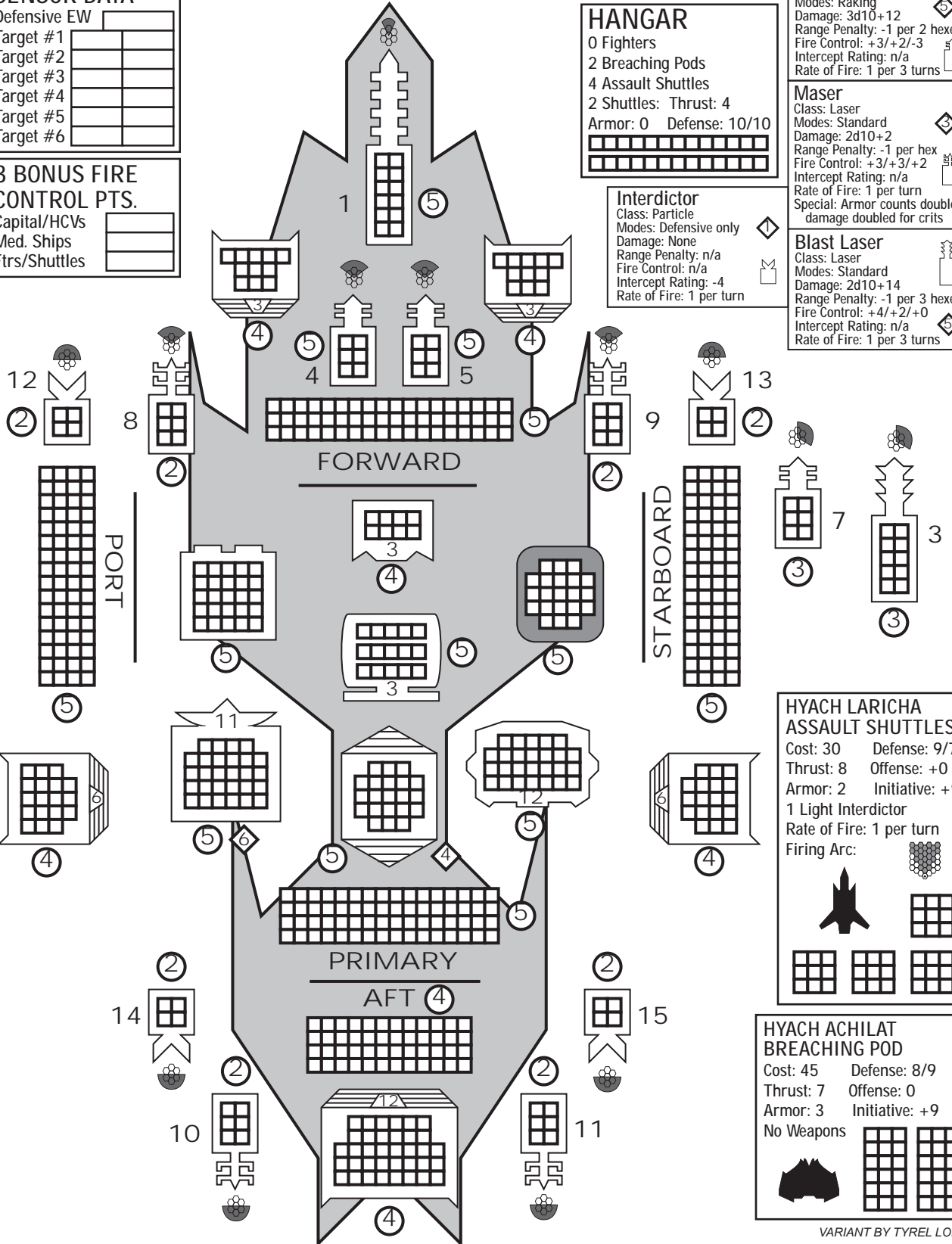
Capital/HCVs

Med. Ships

Ftrs/Shuttles

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Computer
- Interdictor
- Medium Laser
- Maser
- Blast Laser
- 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

