

# Hyach Urutha Tal Battleship

**SPECS**  
Class: Capital Ship  
In Service: 2260  
Point Value: 1500  
Ramming Factor: 370  
Jump Delay: 20 Turns

**MANEUVERING**  
Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

**COMBAT STATS**  
Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
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	2	3	5	6	7	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	7	9	11	12	14	15	17	18

**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: Raking  
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

**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

**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

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Spinal Laser  
7-8: Blast Laser  
9-10: Interdictor  
11-18: Forward Structure  
19-20: PRIMARY Hit

**SPECIAL NOTES**  
Limited Availability (33%)  
Gravitic Drive System  
Crew Specialists: 3

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-7: Maser  
8-9: Medium Laser  
10: Interdictor  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

**SENSOR DATA**

Defensive EW

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

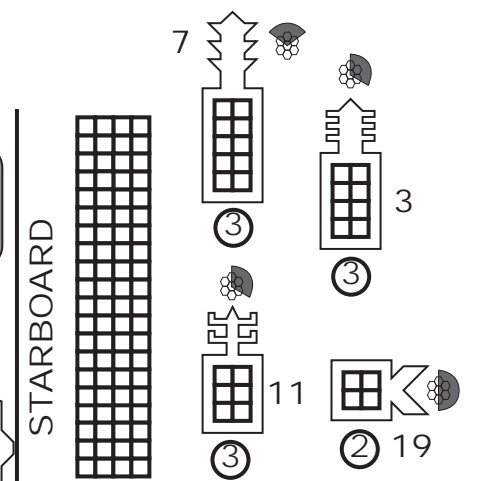
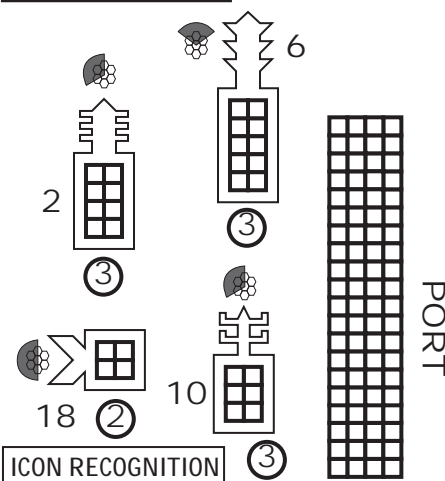
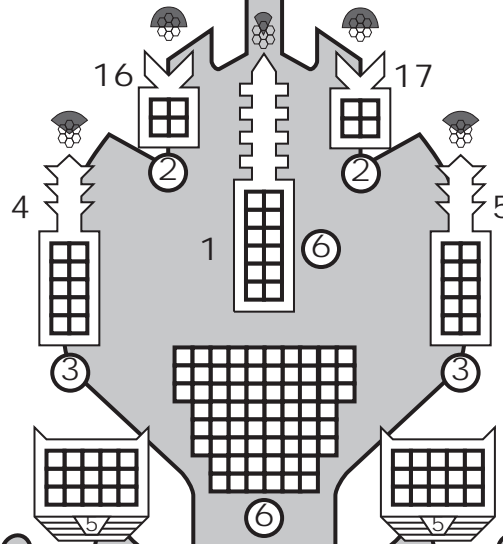
**AFT HITS**  
1-6: Main Thrust  
7-8: Maser  
9-10: Medium Laser  
11-18: Aft Structure  
19-20: PRIMARY Hit

**4 BONUS FIRE CONTROL PTS.**

Capital/HCVs	
Med. Ships	
Ftrs/Shuttles	

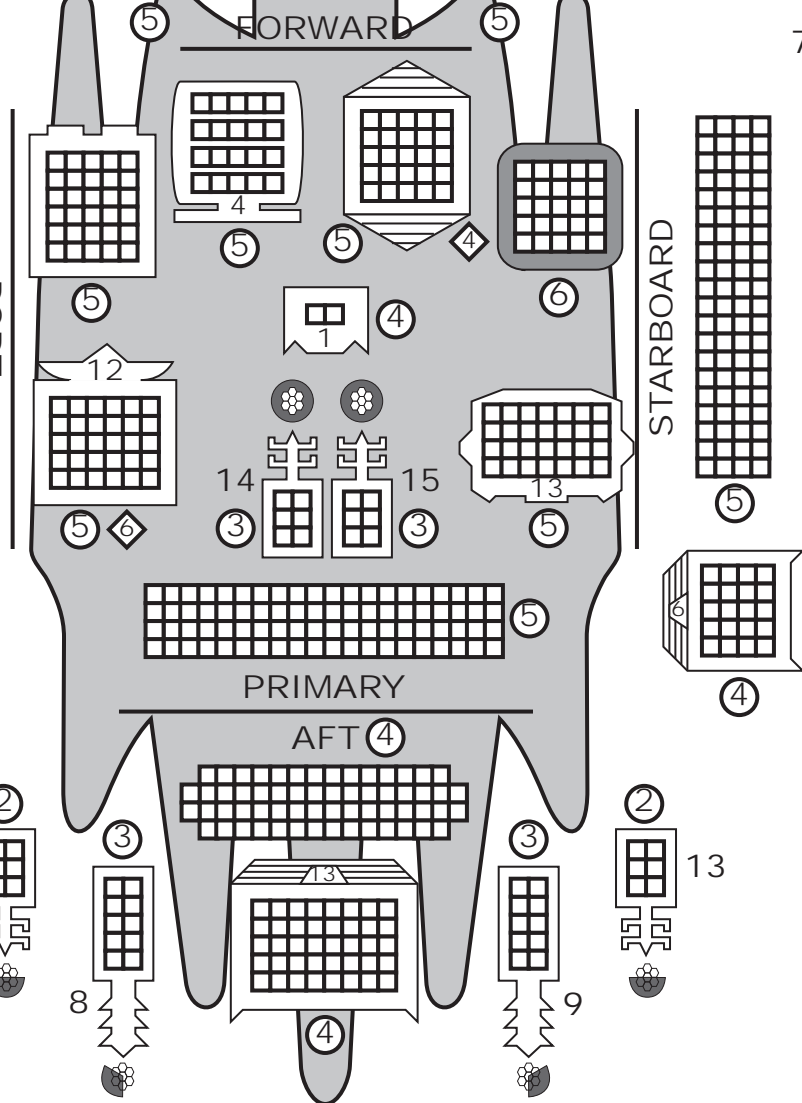
**PRIMARY HITS**  
1-9: Primary Structure  
10-11: Jump Engine  
12-13: Sensors  
14: Computer  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

**HANGAR**  
0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 10/10

**ICON RECOGNITION**

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



**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