



Hyach Venerable Irokai Kam Battlecruiser

SPECS

Class: Capital Ship
 In Service: 2250
 Point Value: 1375
 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

Improved Spinal Laser
 Class: Laser
 Modes: R(12)
 Damage: 6d10+60
 Range Penalty: -1 per 5 hexes
 Fire Control: +5/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 5 turns

ADCAP Laser Cannon

Class: Laser
 Mode: R, S
 Damage: 3d10+12
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Splinter Maser

Class: Laser
 Modes: Standard
 Damage: 2d10+2
 Range Penalty: -1 (-2) per hex
 Fire Control: +3/+3/+2
 Intercept Rating: n/a
 Rate of Fire: 1 (2) 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: 1per turn

FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Imp. Spinal Laser
- 8-9: ADCAP Laser
- 10-11: Splinter Maser
- 12-18: Forward Struct
- 19-20: PRIMARY HIT

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Splinter Maser
- 7-9: ADCAP Laser
- 10: Interdictor
- 11-18: Port/Stb Struct
- 19-20: PRIMARY HIT

AFT HITS

- 1-6: Main Thrust
- 7-8: Splinter Maser
- 9-10: Interdictor
- 11-18: 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
 Crew Specialists: 2

SENSOR DATA

Defensive EW

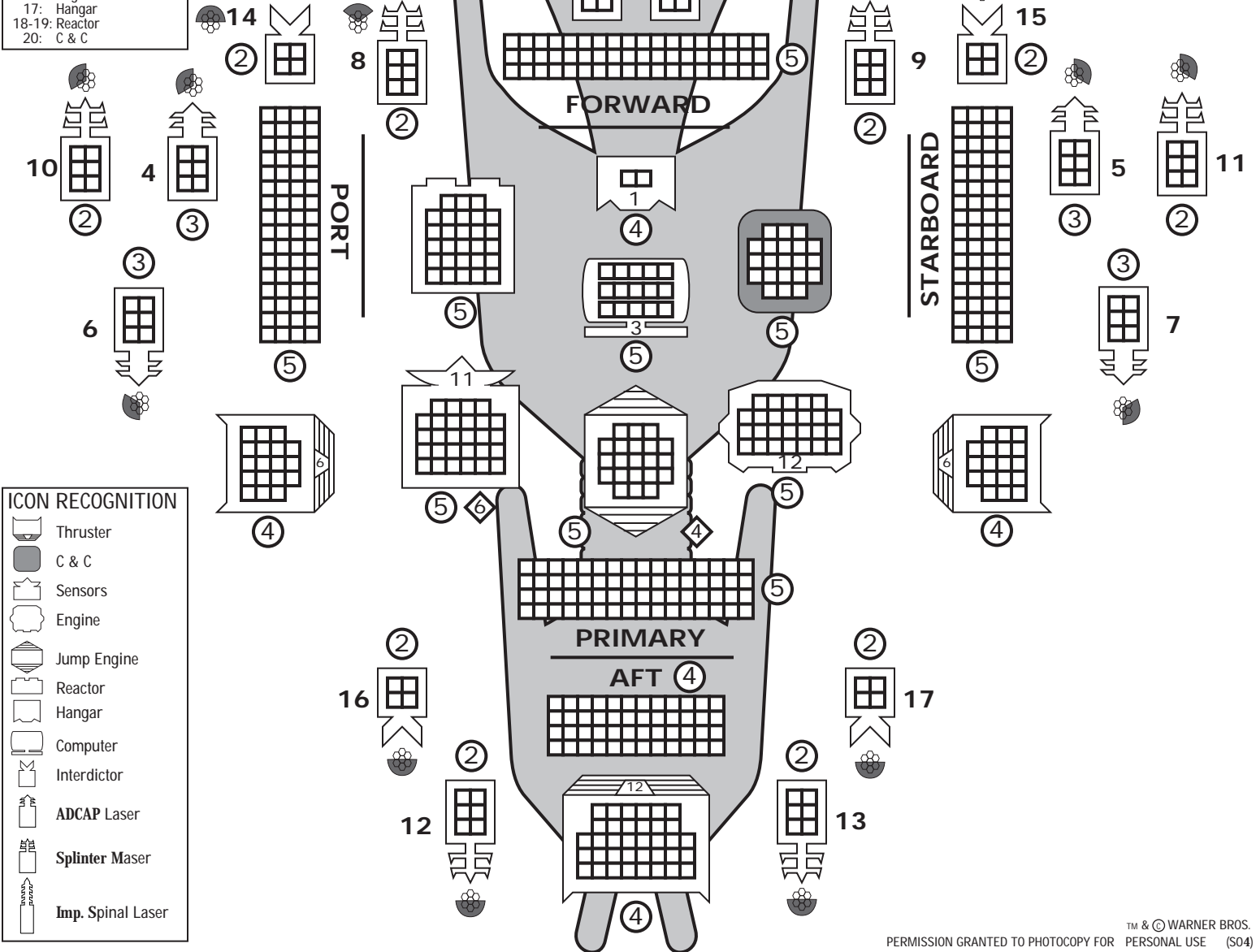
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

3 BONUS FIRE CONTROL PTS.

Capital/HCVs
 Med. Ships
 Ftrs/Shuttles
 Intercept

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Computer
- Interdictor
- ADCAP Laser
- Splinter Maser
- Imp. Spinal Laser