



# Hyach Venerable Senchlat Kes Combat Scout

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 x Speed	Fwd/Aft Defense: 14
In Service: 2256	Turn Delay: 2/3 x Speed	Stb/Port Defense: 15
Point Value: 940	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 180	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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	
Ext. Range Blast Laser	
Class: Laser	
Mode: Standard	
Damage: 2d10+14	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+3/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 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: 1 per turn	

FORWARD HITS	
1-5: Retro Thrust	
6: ER Blast Laser	
7: ADCAP Laser	
8: Splinter Maser	
9: Interdictor	
10-18: Forward Struct	
19-20: PRIMARY Hit	

SPECIAL NOTES	
Limited Deployment (33%)	
Crew Specialists: 2	
ELINT Ship	
Gravitic Drive System	

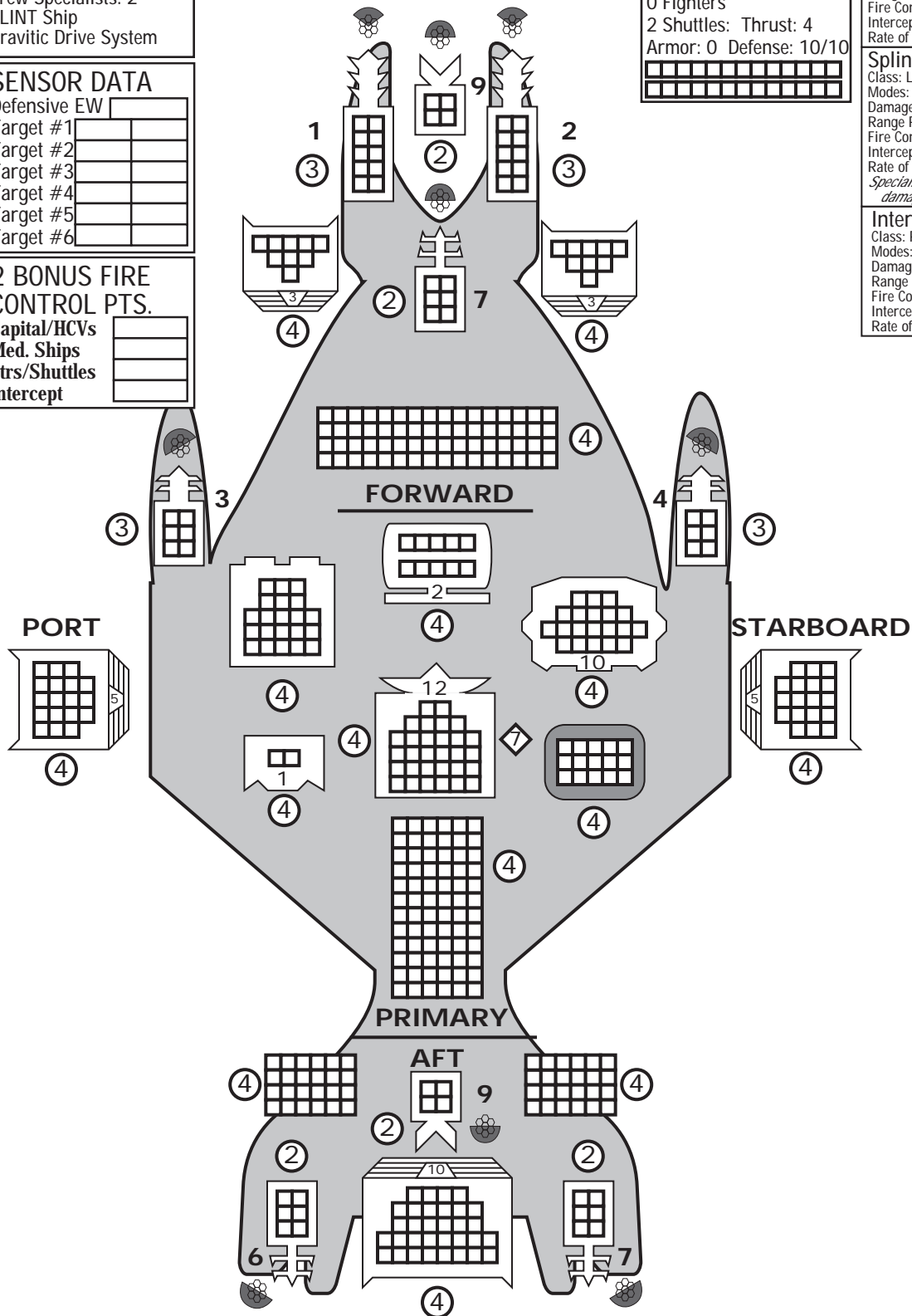
AFT HITS	
1-6: Main Thrust	
7-8: Splinter Maser	
9: Interdictor	
10-18: Aft Struct	
19-20: PRIMARY Hit	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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	

2 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
	ER Blast Laser