



Hyach Venerable Urutha Kal Dreadnought

SPECS

Class: Capital Ship
 In Service: 2250
 Point Value: 1710
 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	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

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

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

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Imp. Spinal Laser
- 7-8: ER Blast Laser
- 9-10: Interdictor
- 11-18: Forward Struct
- 19-20: PRIMARY HIT

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Splinter Maser
- 8-9: 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: ADCAP Laser
- 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

Limited Deployment (33%)
 Gravitic Drive System
 Crew Specialists: 3

SENSOR DATA

Defensive EW

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

4 BONUS FIRE CONTROL PTS.

Capital/HCVs	
Med. Ships	
Ftrs/Shuttles	
Intercept	

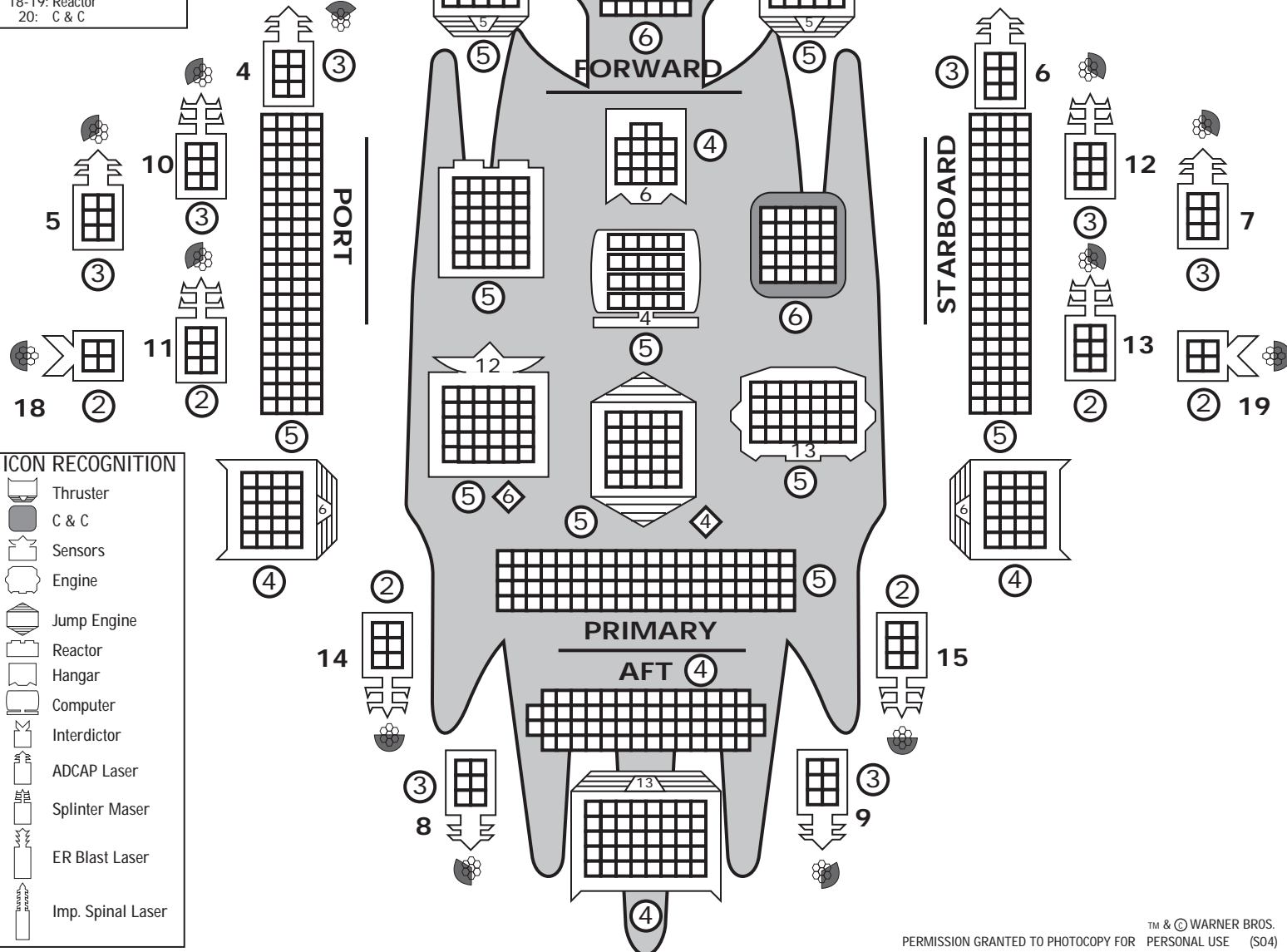
HANGAR

12 Fighters
 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: 1per turn



ICON RECOGNITION

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