

Irokai Tal Frontal Assault Cruiser

Irokai Kam Variant (Uncommon)

BACKGROUND

The Hyach do not normally require assault vessels in their fleet due to their non-expansionistic policies. However, in the past, there has been need for ships designed for precision strikes to break down enemy starbases and exact retribution against the Hyach's enemies. The extent of any assault operations were usually limited to retrieving a stolen artifact or subjugating a border outpost.

The Irokai Tal is not a full-scale assault cruiser, though it can carry an entire division of troops if need be. Rather the Irokai Tal carries heavy bombardment weaponry used for shattering enemy fixed defenses. In addition, a light cadre of assault shuttles and breaching pods are based on the ship for the insertion of troops and marines.

Two versions of this failed Variant for Variants 5 are included. The first is the initial submission model that replaces a maser and medium laser on each side with a blast laser, giving the ship the firepower to break open enemy bases and OSATs with ease. The second variant is an alternate design that adds a new weapon, the Lasing Torpedo, in place of the blast lasers. Rules for the Lasing Torpedo are below.

Lasing Torpedo

A weapon similar in function to the Kor-Lyan proximity laser, the lasing torpedo differs from that weapon greatly in the means by which it delivers its ballistic laser damage. The Hyach have developed such high levels of miniaturization that it became possible for them to mount a modified light laser cannon into a typical torpedo housing. The modifications made to the laser and torpedo to allow for the mating of technologies.

For almost all purposes, the lasing torpedo is treated as a ballistic weaponry. The weapon is, thus, still subject to cumulative interception, making it much weaker compared to other Hyach weapons. However, when the lasing torpedo successfully hits, the damage scored is considered laser for purposes of adaptive armor.

The lasing torpedo, due to being a raking (8) weapon, is mitigated more by armor than other ballistics. Because of this, the lasing torpedo is seldom seen within the Hyach fleet. The primary utility of the lasing torpedo is to strip off light weapon systems on enemy ships to allow heavier weaponry—such as the spinal laser—to exact more damage on their own strikes.



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

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

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

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

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

3 BONUS FIRE CONTROL PTS.

Capital/HCVs

Med. Ships

Ftrs/Shuttles

AFT HITS

1-6: Main Thrust
7-8: Maser
9-10: Interdictor
11-18: Aft Structure
19-20: PRIMARY Hit

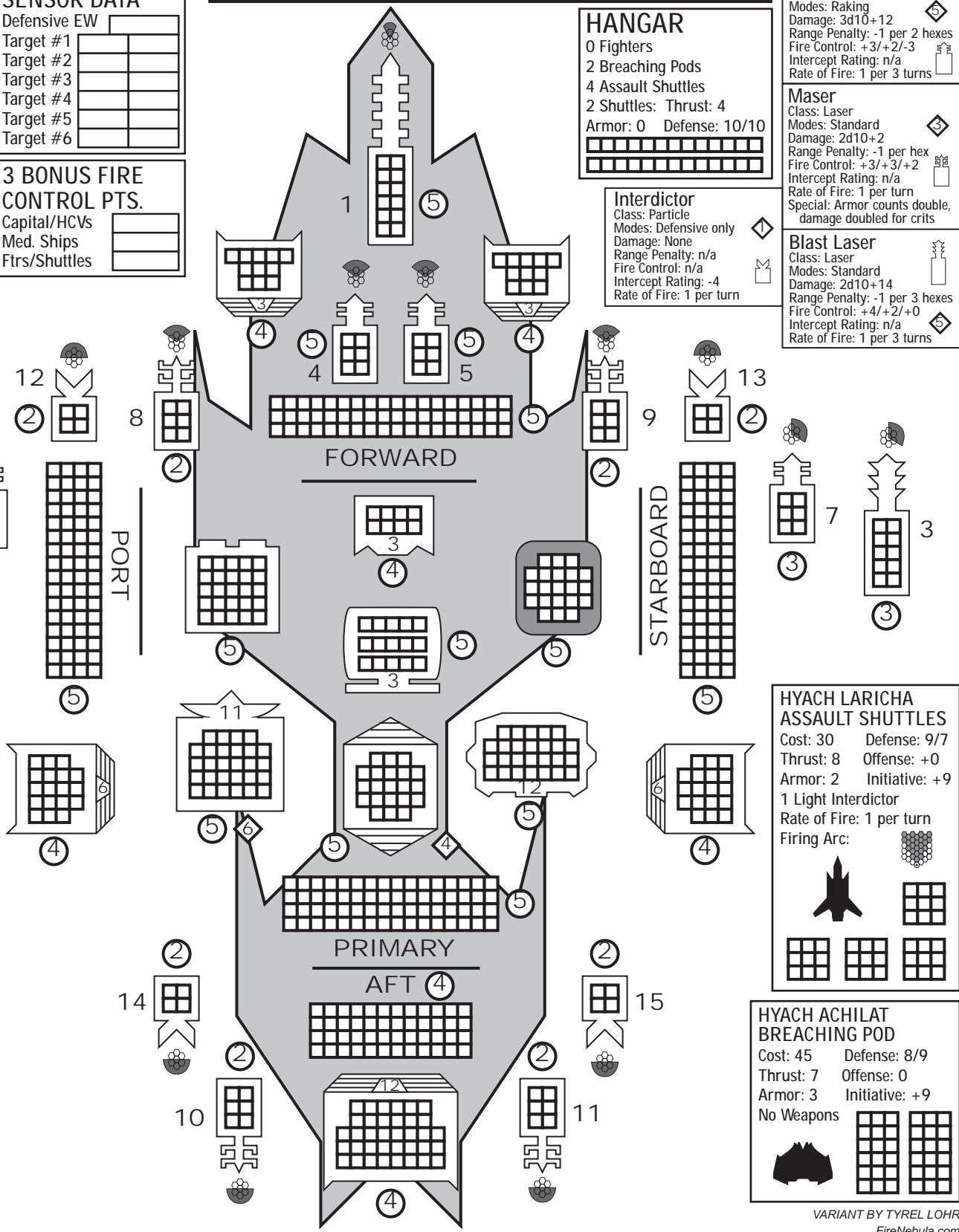
PRIMARY HITS

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

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



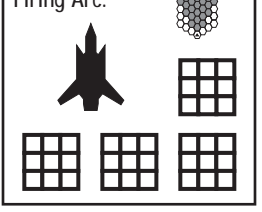
ICON RECOGNITION

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

Interdictor
Class: Particle
Modes: Defensive only
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Fire Control: n/a
Intercept Rating: -4
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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



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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

Lasing Torpedo
Class: Ballistic + Laser
Modes: Raking (8)
Damage: 3d10
Range Penalty: None
Max Range: 45 hexes
Fire Control: +4/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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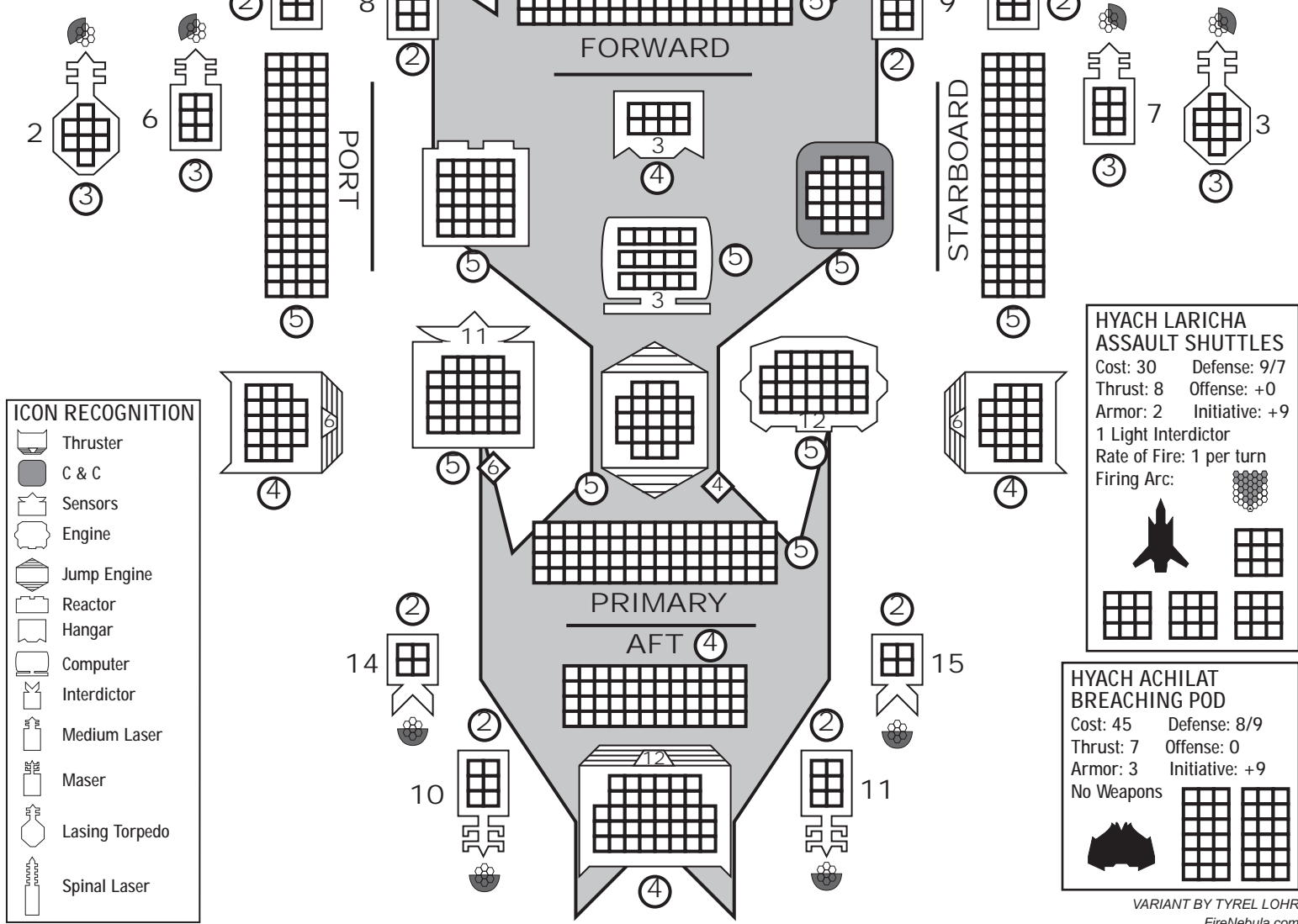
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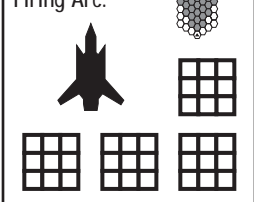
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Class: Particle
Modes: Defensive only
Damage: None
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -4
Rate of Fire: 1 per turn



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
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- Hangar
- Computer
- Interdictor
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- Maser
- Lasing Torpedo
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