



2ND EDITION

# NCF Hayase-Class Heavy Cruiser

### SPECS

Class: Capital Ship  
 In Service: ????  
 Point Value:  
 Ramming Factor: 240  
 Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 18  
 Engine Efficiency: 6/1  
 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

Version 1.0: 2E/Fate

### HANGAR

0 Fighters  
 3 Shuttles: Thrust: 3  
 Armor: 0 Defense: 11/14



### CLASS SPECS

Number in Class: ??  
 Manufacturer:  
*Undecided at this time,  
 Someplace exciting*  
 Out of Service: ???

### WEAPON DATA

**Heavy Bolt Cannon**  
 Class: Projectile  
 Modes: Standard  
 Damage: 16  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+0/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Heavy Autocannon**  
 Class: Projectile  
 Modes: Raking (6)  
 Damage: 3d6+12  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +2/-1/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Light Chemical Laser**  
 Class: Laser  
 Modes: Raking (8)  
 Damage: 2d10+2  
 Range Penalty: -1 per hex  
 Fire Control: +1/+1/-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Swarm Launcher**  
 Class: Ballistic (Missile)  
 Missiles: 25  
 Range Penalty: None  
 Fire Control: +0/+0/+0  
 Rate of Fire: 5 per turn

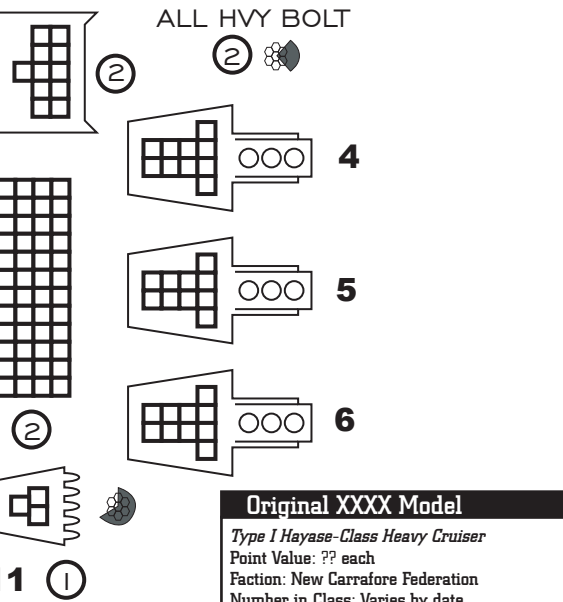
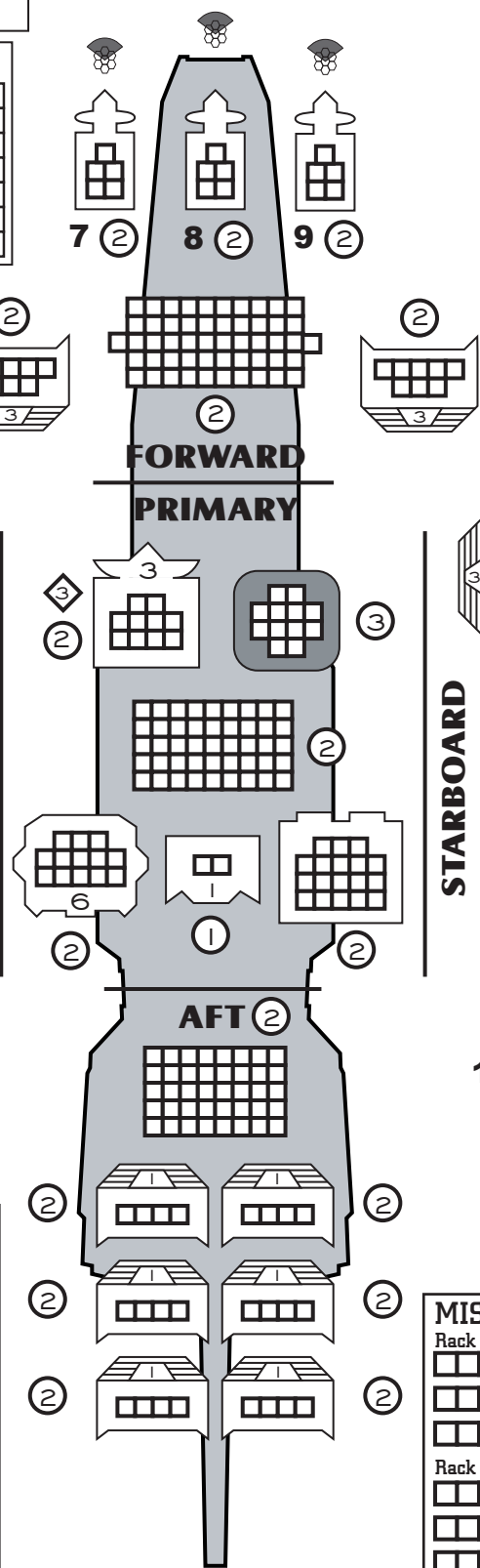
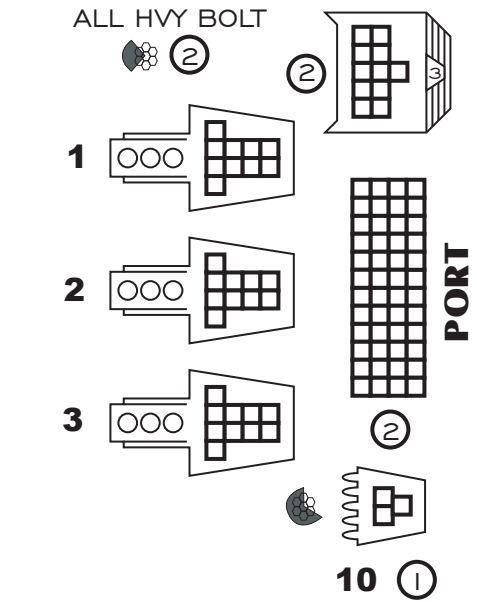
**Swarm Missile**  
 Mode: Standard  
 Damage: 3  
 Launch Range: 8 hexes  
 Maximum Range: 24 hexes  
 Fire Control: +0/+0/+0  
 Intercept Rating: -1  
*Note: No inherent OEW*

- FORWARD HITS**  
 1-5: Retro Thrust  
 6-9: Lt Chemical Laser  
 10-18: Forward Structure  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-10: Heavy Torpedo  
 11-12: Swarm Launcher  
 13-18: Port/Stb Structure  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-8: Main Thrust  
 9-18: Aft Structure  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-10: Primary Structure  
 11-12: Sensors  
 13-15: Engine  
 16-17: Hangar  
 18-19: Reactor  
 20: C & C

**SPECIAL NOTES**  
 Ammo Storage Level 2  
 Antiquated Sensors  
 Fission Reactor

**SENSOR DATA**

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



- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Reactor
  - Hangar
  - Heavy Bolt Cannon
  - Heavy Autocannon
  - Lt Chemical Laser
  - Swarm Launcher

**Chemical Laser Ammunition**

Lt Chemical Laser #7		
Lt Chemical Laser #8		
Lt Chemical Laser #9		

**MISSILES**

Rack #10		
Rack #11		

