

# Ukal Suoyloka Distortion Frigate

## SPECS

Class: Hvy Combat Vsl  
In Service: 1940  
Point Value: 500  
Ramming Factor: 370  
Jump Delay: 13 Turns

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13 (10)  
Stb/Port Defense: 14 (11)  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Distortion Wave Generator

Class: Gravitic  
Modes: Flash (No Splash Dmg)  
Damage: 1d10  
Range Penalty: None  
Max Range: 5 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Ignores jinking & EW. Can be targeted on either an enemy unit or hex. Scores damage against all targets between the firing unit and target. Can combine effects of multiple distortion waves. +1d10 damage, +5 hex range per wave combined.

### Force Beam

Class: Gravitic  
Modes: R, P  
Damage: 2d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns  
Special: Non-interceptable.

### Adv. Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active. Cannot be flown under by fighter or skin dancing units.

## FORWARD HITS

1-3: Retro Thrust  
4-5: Gravitic Shield  
6-9: Distortion Wave  
10-12: Force Beam  
13-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Gravitic Shield  
9-11: Force Beam  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-9: Port/Stb Thrust  
10-11: Jump Engine  
12: Shield Generator  
13-14: Sensors  
15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Atmospheric Capable  
Gravitic Drive System

## SENSOR DATA

Defensive EW

Target #1

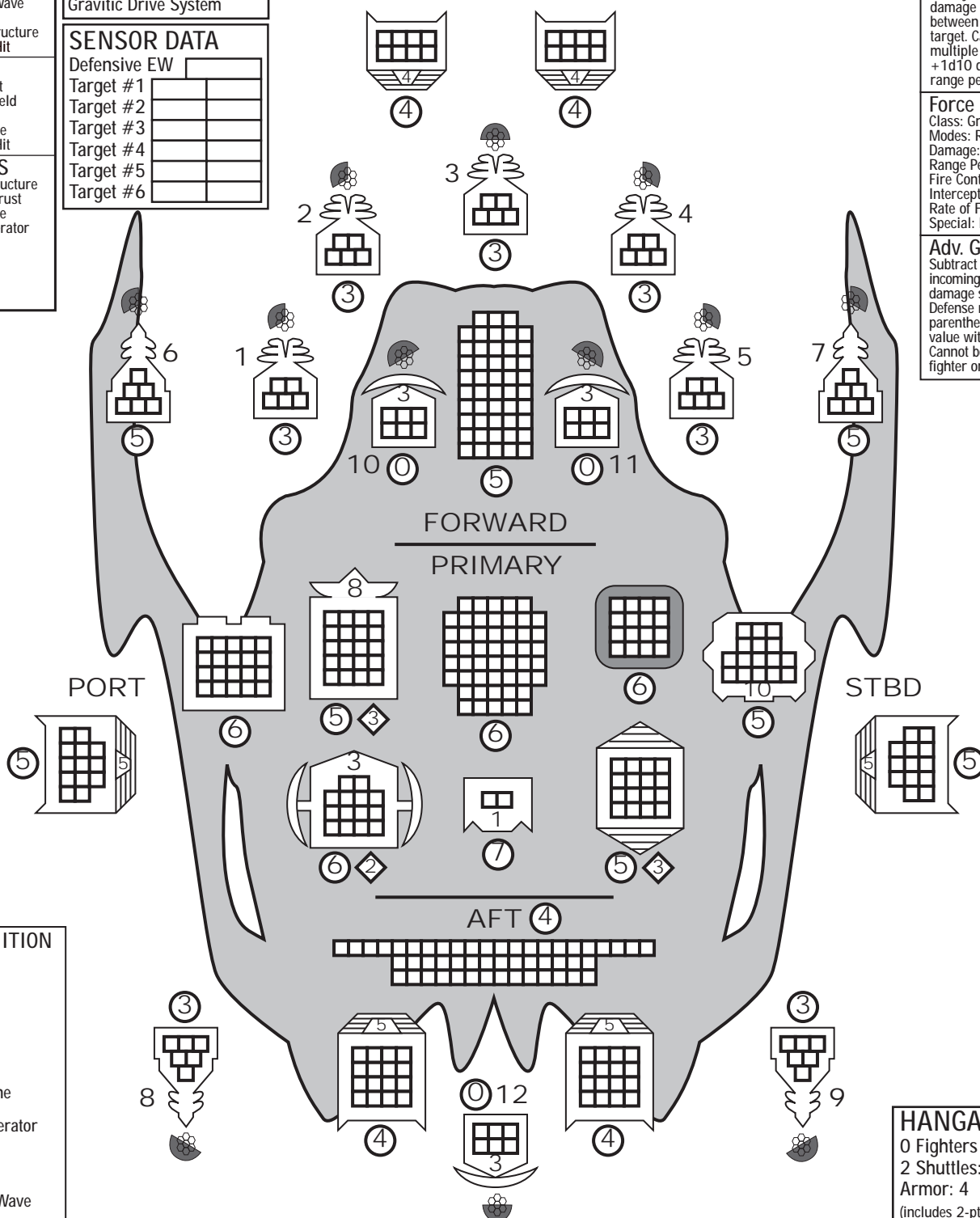
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Shield Generator
- Reactor
- Hangar
- Distortion Wave Generator
- Force Beam
- Gravitic Shield

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 5  
Armor: 4 Defense: 9/9  
(includes 2-pt Adv. Gravitic Shield)