



# Yuatja Mothership

## SPECS

Class: Capital Ship  
In Service: 1450  
Point Value: 1150  
Ramming Factor: 270  
Jump Delay: 12 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
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	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Plasma Lance**  
Class: Plasma  
Modes: Piercing  
Dmg: 4d10+8 (-1 per 3 hexes)  
Range Pen: -1 per 3 hexes  
Fire Control: +5/+3/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Medium Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +5/+3/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**Light Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Disk Defense System**  
Class: Matter  
Mode: Pulse (Special)  
Damage: 8  
Range Penalty: (max 2)  
Fire Control: --/+/-/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Up to 6 shots at fighters/shuttles per turn

## FORWARD HITS

- 1-6: Retro Thrust
- 7-8: Plasma Lance
- 9-11: Mdm Pulse Cannon
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Plasma Lance
- 7-8: Disk Def System
- 9: Lt Pulse Cannon
- 10-11: Port/Stbd Launcher
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-9: Jump Drive
- 10-11: Lt Pulse Cannon
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-8: Primary Structure
- 9: Cloaking Device
- 10-11: Barracks
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

## SPECIAL NOTES

Gravitic Drive System  
Reflective Armor  
+3 vs Lasers  
Atmospheric, Cloak

## SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

Target # 6

