



Yuatja Safari Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: MCV	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 10
In Service: 1890	Turn Delay: 1/2 Speed	Stb/Port Defense: 11
Point Value: 475	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
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 1 2 2 3 3 4 4	5 5 6 6



WEAPON DATA

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: +3/+3/+1
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: +3/+3/+4
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

Sensor Ghost System
Creates fake sensor ghosts.
Negates stealth, once nullified, stealth may not be reestablished. Acts as +6 DEW vs all Ballistic attacks. See Rules.

FORWARD HITS
1-5: Retro Thrust
6-9: Mdm Pulse Cannon
10-11: Disk Defense Sys
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Hangar
10-11: Lt Pulse Cannon
12-17: Structure
18-20: PRIMARY Hit

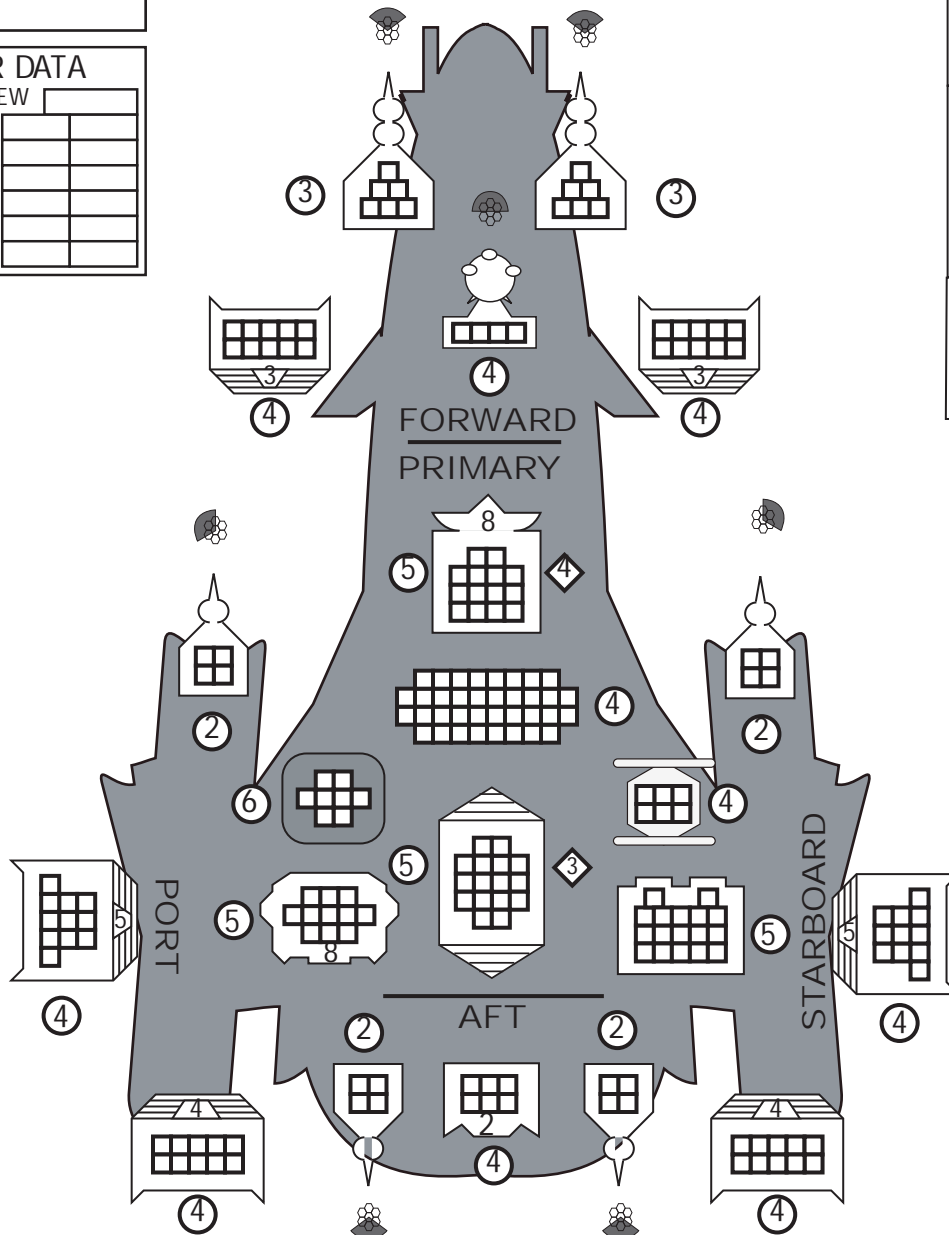
PRIMARY HITS
1-6: Port/Stbd Thruster
7-8: Sensor Ghost
9-11: Lt Pulse Cannon
12-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C&C

SPECIAL NOTES
Gravitic Drive System
Reflective Armor
+2 vs Lasers
Atmospheric
Stealth

SENSOR DATA

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

MAIN HANGAR
6 Ner'uda Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Disk Defense System
- Med Pulse Cannon
- Light Pulse Cannon
- Sensor Ghost