

# Yehat Terminator

| SPECS                 |   | MANEUVERING                |   |   |   |   |   | COMBAT STATS              |   |    |    |    |  |
|-----------------------|---|----------------------------|---|---|---|---|---|---------------------------|---|----|----|----|--|
| Class: Hvy Combat Vsl |   | Turn Cost: 1/2 Speed       |   |   |   |   |   | Fwd/Aft Defense: 16 (14)  |   |    |    |    |  |
| In Service: SC1/2     |   | Turn Delay: 1/2 Speed      |   |   |   |   |   | Stb/Port Defense: 13 (11) |   |    |    |    |  |
| Point Value: 485      |   | Accel/Decel Cost: 3 Thrust |   |   |   |   |   | Engine Efficiency: 3/1    |   |    |    |    |  |
| Ramming Factor: 150   |   | Pivot Cost: 2+2 Thrust     |   |   |   |   |   | Extra Power: 0            |   |    |    |    |  |
| Jump Delay: 16 Turns  |   | Roll Cost: 4+4 Thrust      |   |   |   |   |   | Initiative Bonus: +7      |   |    |    |    |  |
| 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

**Particle Pulse Cannon**  
 Class: Particle  
 Modes: Pulse  
 Damage: 12 1d5 times  
 Maximum Pulses: 6  
 Grouping Range: +1 per 4  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +5/+4/-1  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**High Energy  
Force 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. Considered an EM Shield. Cannot be flown under by fighters. Extra power may be provided to the shield system, increasing Shield Factor as follows:  
6 power: +2 Shield Factor  
12 power: +4 Shield Factor

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Particle Pulse Cannon  
9-18: Port/Stb Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

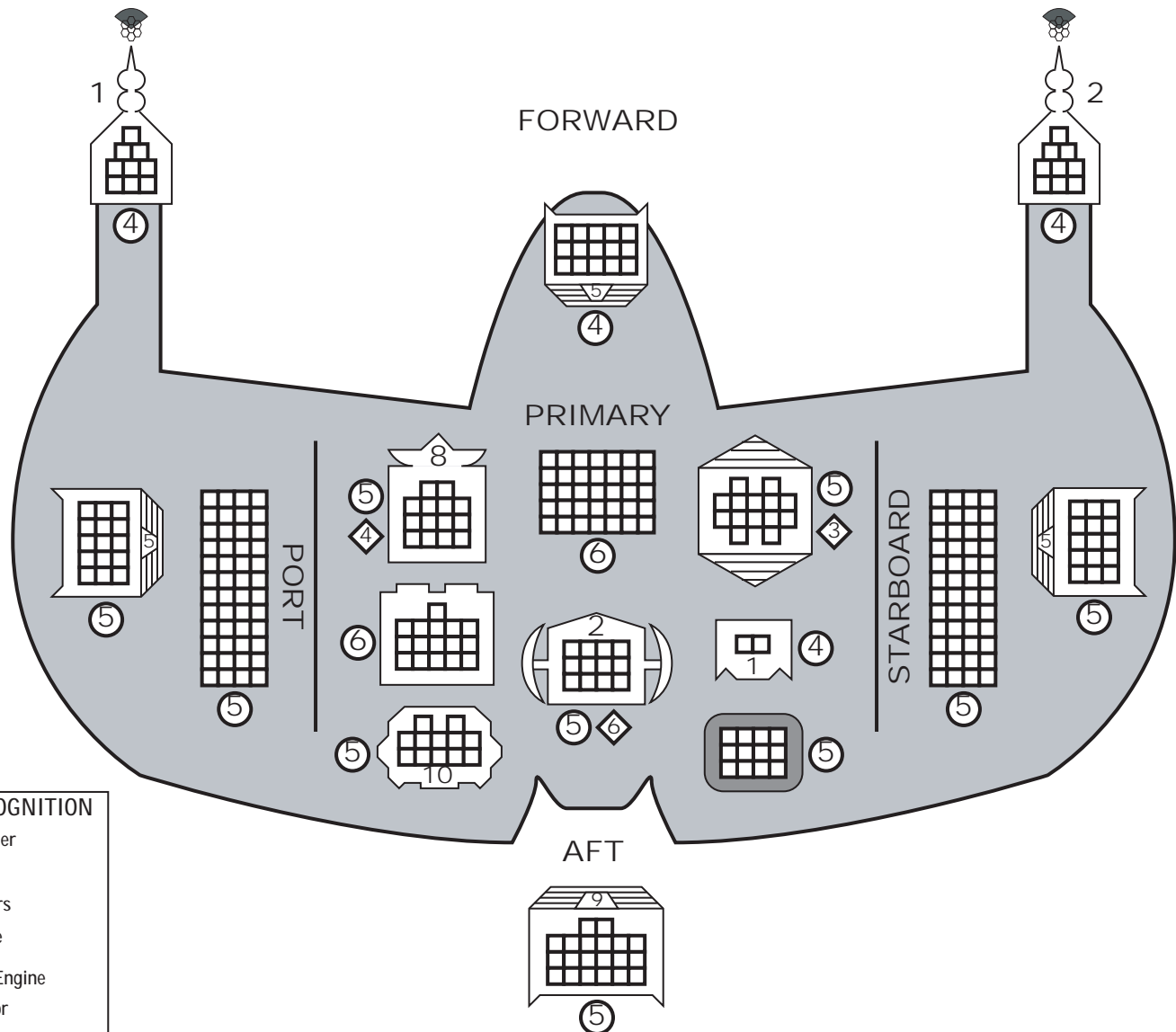
Special Hull Arrangement  
(No Fwd/Aft Hits or Struct)

## SENSOR DATA

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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 3 Defense: 12/10



## ICON RECOGNITION

