

Uul Cestosa Light Cruiser

SPECS

Class: Capital Ship
In Service: 1109
Point Value: 690
Ramming Factor: 260
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
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	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES

Uul Carapace

Bio-Energy Diffuser

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS

1-7:Retro Thrust
8-10:Rad Torpedo
11-18:Forward Structure
19-20:PRIMARY HIT

SIDE HITS

1-7:Port/Stbd Thrust
8-9: Dual Rad Array
10-11:Medium Rad Bolter
12-18:Port/Stbd Structure
19-20:PRIMARY HIT

AFT HITS

1-9:Main Thrust
10-11: Dual Rad Array
12-18:Aft Structure
19-20:PRIMARY HIT

PRIMARY HITS

1-7:Primary Structure
8-9:Hangar
10-11:Jump Engine
12-13:Gamma Irradiator
14-15:Sensors
16-17:Engines
18-19:Reactor
20:C&C

WEAPON DATA

Gamma Irradiator

Class: Radiation
Mode: Special
Damage: None
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-
Intercept Rating: N/A
Rate of Fire: 1 per 4 turns
Special: Kills 1d4+1 units of troops on ship and irradiates ship. Fighters automatically drop out.

Medium Rad Bolter

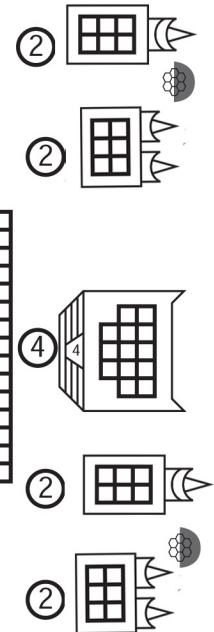
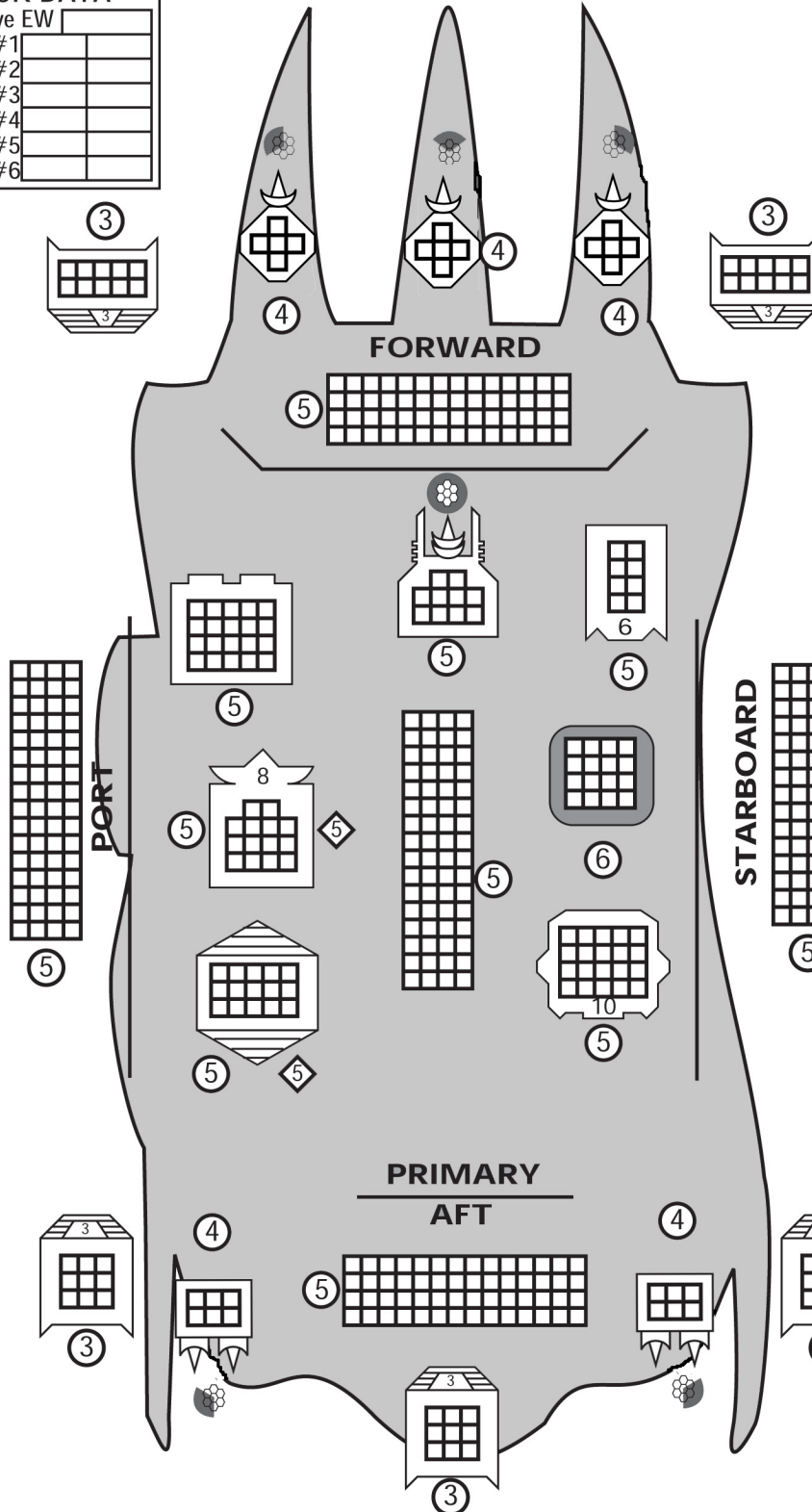
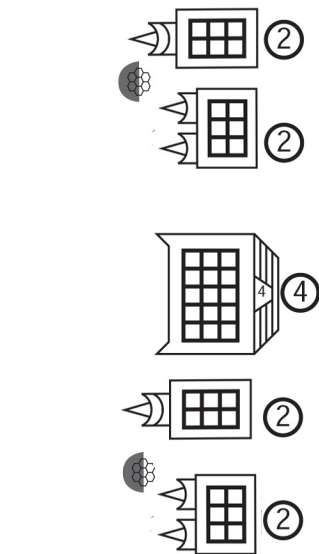
Class: Radiation
Mode: Standard
Damage: 15
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/-1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

Rad Torpedo

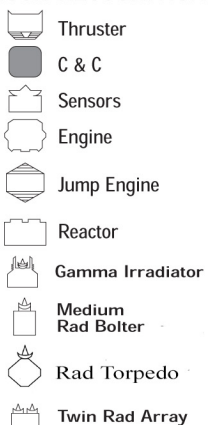
Class: Radiation
Mode: Standard
Damage: 12
Range Penalty: none (max 30)
Fire Control: +3/+1/-
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns
Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

Dual Rad Array

Class: Radiation
Mode: Standard
Damage: 10
Range Penalty: -2 per hex
Fire Control: +3/+4/-5
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: roll 1d6 for each hit on "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.



ICON RECOGNITION



HANGAR

6 Fighters
2 Shuttles: Thrust: 6
Armor: 2/1 Defense: 8/11

