

Yolu Udran Command Cruiser

SPECS

Class: Capital Ship
In Service: 2241
Point Value: 1375
Ramming Factor: 370
Jump Delay: 18 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 6/1
Extra Power: +4
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 |

WEAPON DATA

Destabilizer Beam
Class: Molecular
Modes: Piercing
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Fusion Agitator

Class: Molecular
Modes: Raking (6)
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)

Hvy Fusion Cannon

Class: Molecular
Mode: Standard
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Molecular Flayer

Class: Molecular
Modes: Special
Damage: Special
Range Penalty: -1 per 3 hexes
Fire Control: +4/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Destroys 1 point of armor on all facing systems and structure

Fusion Cannon

Class: Molecular
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Fusion Agitator
7-9: Destabilizer Beam
10-11: Jump Drive
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Molecular Flayer
7-8: Heavy Fusion Cannon
9-12: Fusion Cannon
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Heavy Fusion Cannon
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

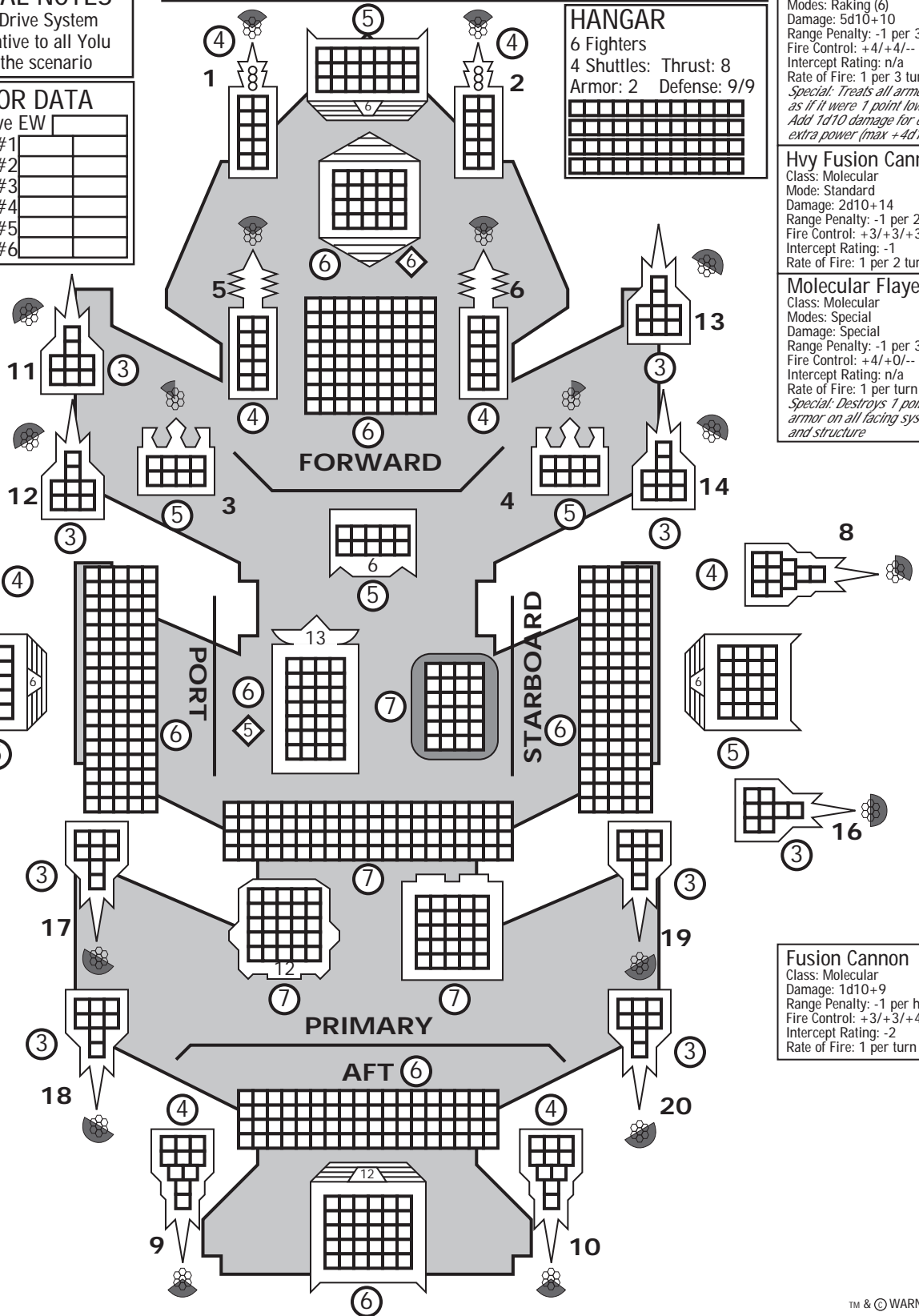
SPECIAL NOTES

Gravitic Drive System
+1 initiative to all Yolu ships in the scenario

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Fusion Agitator
- Hvy Fusion Cannon
- Molecular Flayer
- Fusion Cannon
- Destabilizer Beam