

Yolu Maishan Strike Frigate

SPECS

Class: Medium Ship
In Service: 2251
Point Value: 710
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +12

WEAPON DATA

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

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

| 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 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |

HANGAR

0 Fighters
1 Shuttle: Thrust: 8
Armor: 2 Defense: 9/9

FORWARD HITS

1-4: Retro Thrust
5-7: Heavy Fusion Cannon
8-10: Fusion Cannon 4 or 5
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Fusion Cannon 8 or 9
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-12: Fusion Cannon 6 or 7
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

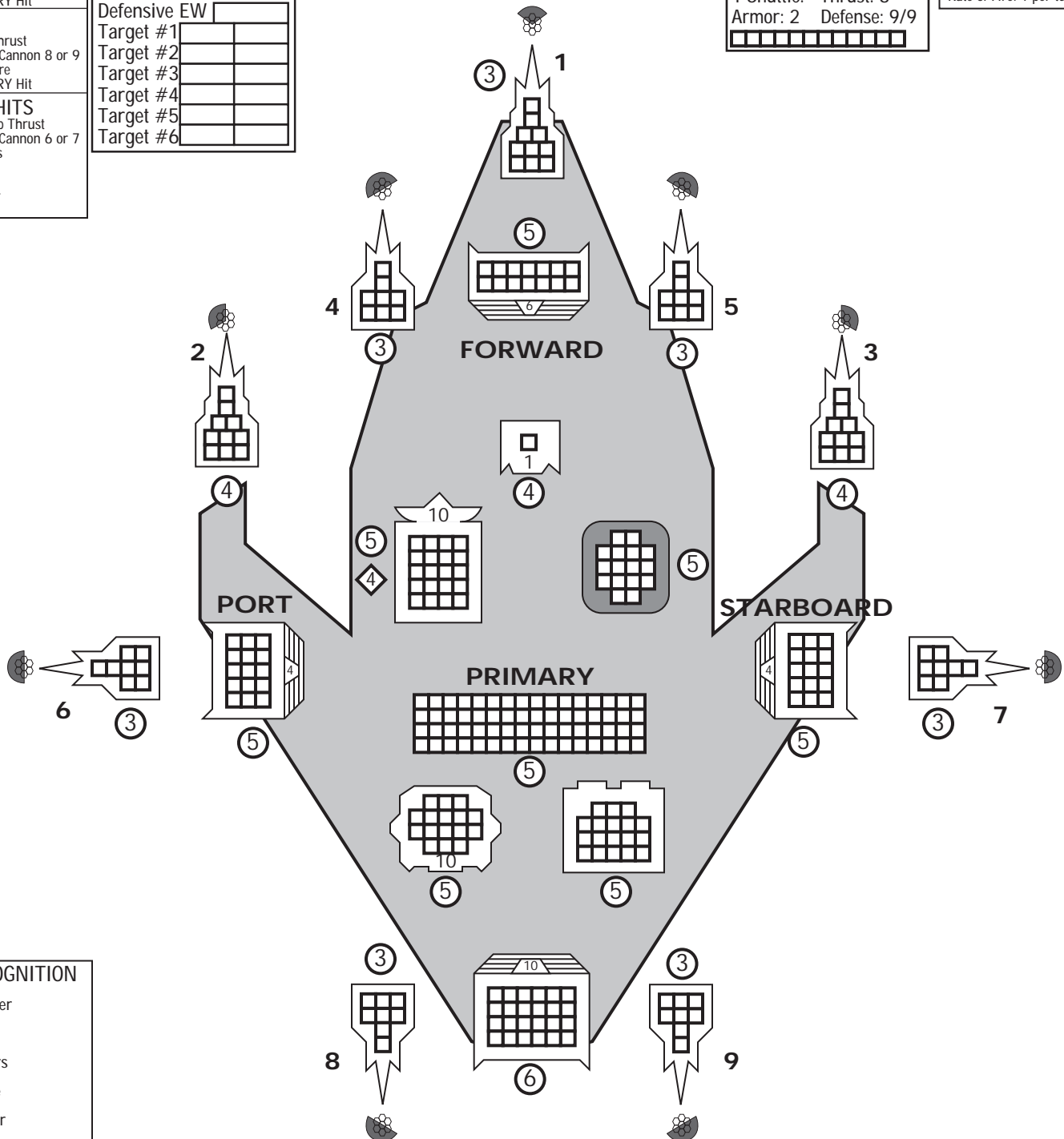
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Fusion Cannon
- Fusion Cannon