

# Yolu Aluin Gunship

## SPECS

Class: Capital Ship  
In Service: 2110  
Point Value: 1100  
Ramming Factor: 320  
Jump Delay: 18 Turns

Speed 1 2 3 4 5 6 7 8 9 10 11 12

Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12

Turn Delay 1 1 2 2 3 3 4 4 5 5 6 6

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 16  
Engine Efficiency: 5/1  
Extra Power: +2  
Initiative Bonus: +0

## 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

**Molecular Disruptor**  
Class: Molecular  
Modes: R, P  
Damage: 2d10+30  
Range Penalty: -1 per hex  
Fire Control: +4/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Destroys 1 point of structure armor on facing side*

**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

1-4: Retro Thrust  
5-6: Destabilizer Beam  
7-9: Molecular Disruptor  
10-11: Jump Drive  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

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

## AFT HITS

1-6: Main Thrust  
7-8: Molecular Disruptor  
9-18: 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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

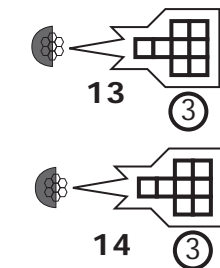
Target #6

## HANGAR

0 Fighters

3 Shuttles: Thrust: 8

Armor: 2 Defense: 9/9



## ICON RECOGNITION

