

Yolu Aluin Advanced Gunship

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 1500
Ramming Factor: 320
Jump Delay: 18 Turns

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

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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Imp.Destabilizer Beam
Class: Molecular
Modes: Piercing
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Imp.Hvy Mol. Disruptor
Class: Molecular
Modes: R, P, S
Damage: 3d10+45
Range Penalty: -1 per 2 hexes
Fire Control: +6/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 2 point of structure armor on facing side

Imp.Fusion Cannon
Class: Molecular
Damage: 1d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +6/+3/-5
Intercept Rating: -2
Rate of Fire: 1 per turn

Im.Hvy Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 2d10+22
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+4
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

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

12 Fighters
4 Shuttles: Thrust: 8
Armor: 2 Defense: 9/9

