

Yolu Matau Flayer Frigate

SPECS

Class: Medium Ship
In Service: 2260
Point Value: 800
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: +1
Initiative Bonus: +12

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

WEAPON DATA

Fusion Agitator

Class: Molecular
Modes: Raking
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)

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

1-5: Retro Thrust
6-8: Fusion Agitator
9-10: Molecular Flayer
11-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Fusion Cannon 8 or 9
9-17: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
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

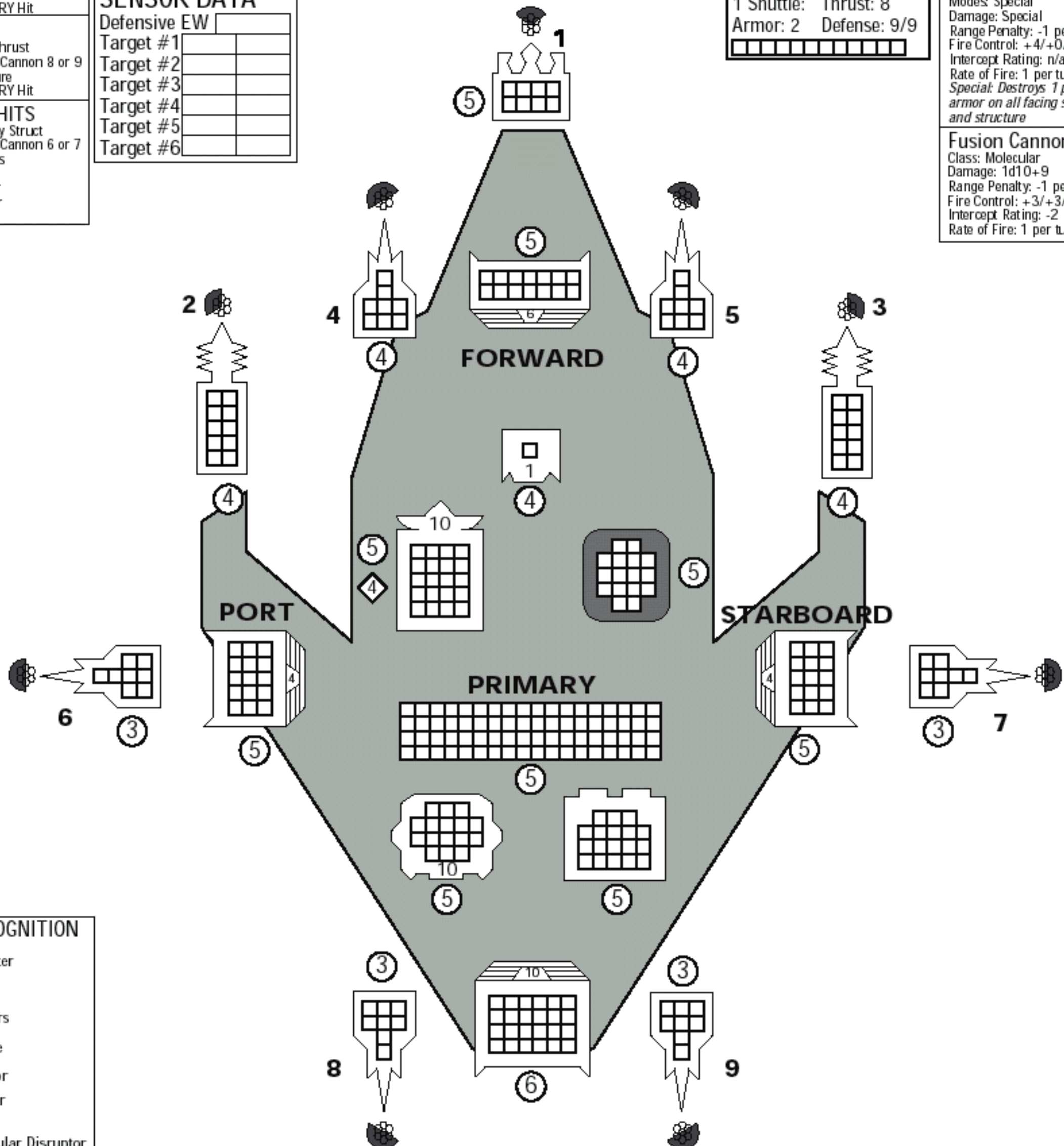
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 8

Armor: 2 Defense: 9/9



ICON RECOGNITION

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