



Yolu Uluca Beam Cruiser

SPECS

Class: Capital Ship
In Service: 2085
Point Value: 1300
Ramming Factor: 290
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
Sth/Port Defense: 17
Engine Efficiency: 6/1
Power Deficit: -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	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

Molecular Flayer

Class: Molecular
Modes: Special
Damage: Special
Range Penalty: -1 per 3 hexes
Fire Control: +4/+0/-2
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
4-8: Destabilizing Beam
9-10: Jump Drive
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-9: 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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

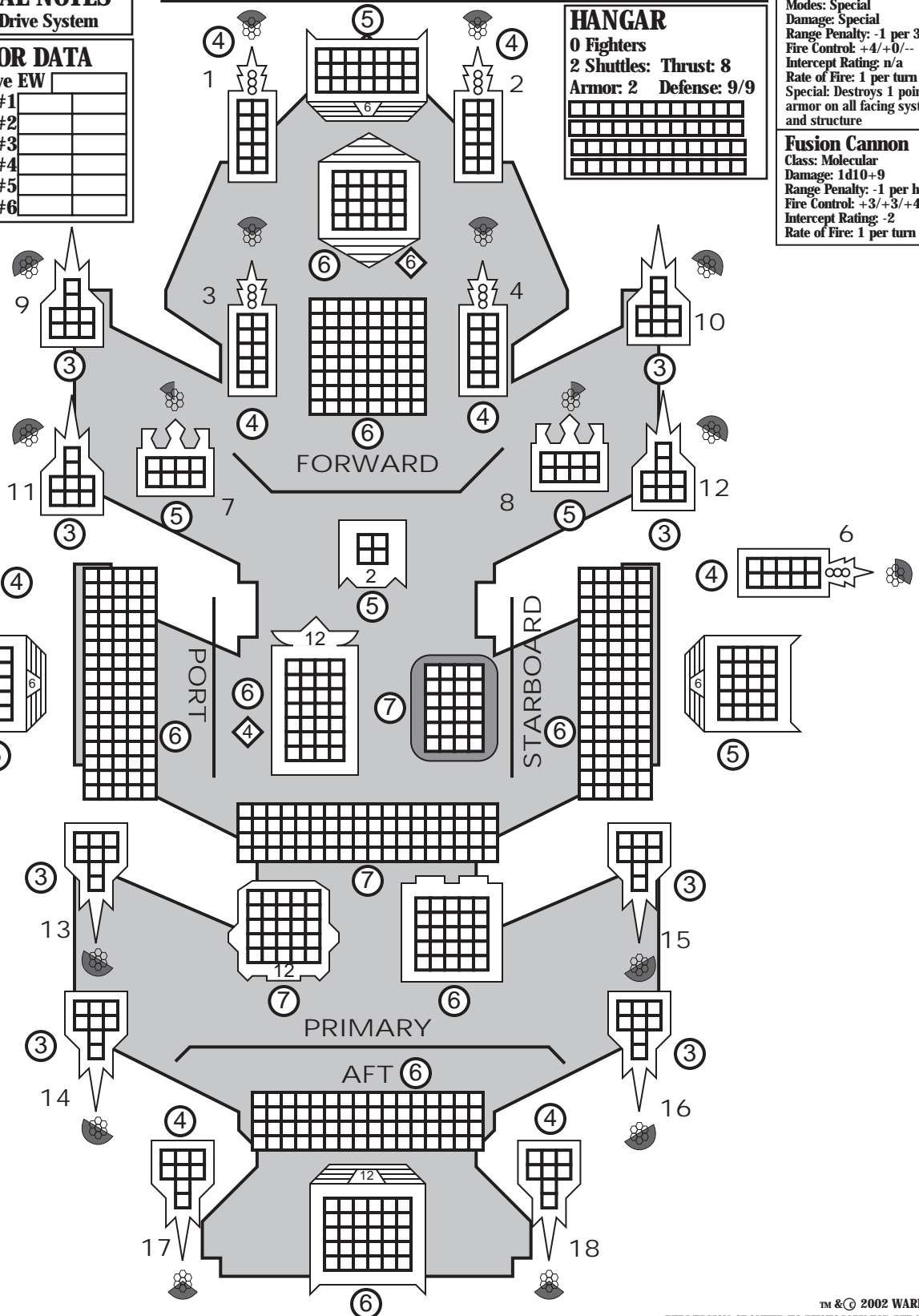
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 8

Armor: 2 Defense: 9/9



ICON RECOGNITION

