

# Yolu Maitau Pursuit Frigate

## SPECS

Class: Medium Ship  
In Service: 2106  
Point Value: 600  
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: +4  
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 (6)  
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)*

### 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: Fusion Agitator  
7-9: Fusion Cannon 4 or 5  
10-17: 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

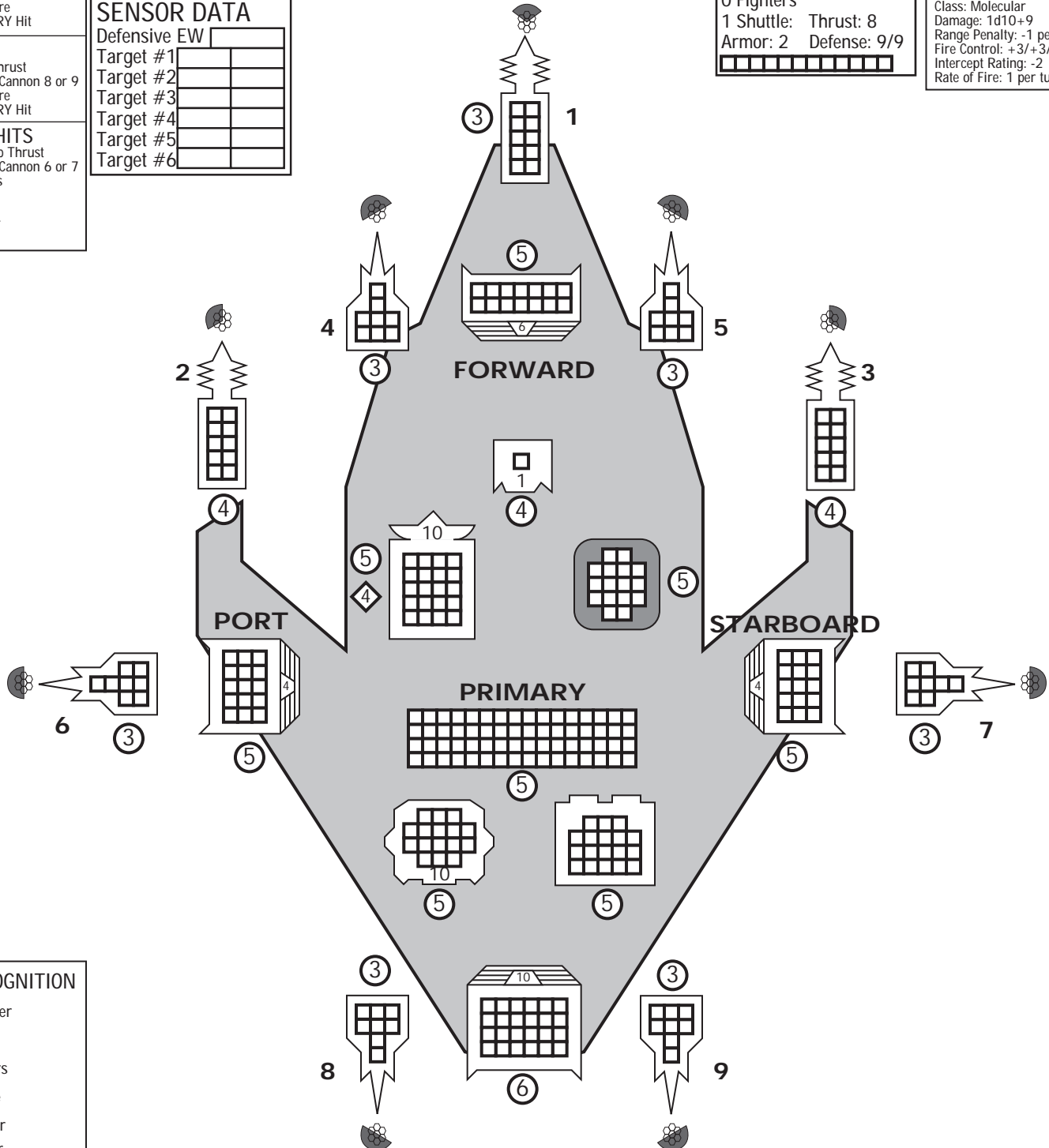
## HANGAR

0 Fighters

1 Shuttle: Thrust: 8

Armor: 2 Defense: 9/9

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## ICON RECOGNITION

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