



Yolu Notali Carrier

SPECS

Class: Capital Ship
In Service: 2096
Point Value: 1000
Ramming Factor: 300
Jump Delay: N/A

MANEUVERING

Turn Cost: $\frac{2}{3}$ Speed
Turn Delay: $\frac{1}{2}$ 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: 17
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

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 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)

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

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

MAIN HANGAR

0 Fighters
2 Breaching Pods
2 Shuttles: Thrust: 8
Armor: 2 Defense: 9/9

SIDE HANGARS

12 Fighters Each
0 Shuttles

FORWARD HITS

1-4: Retro Thrust
5-6: Fusion Agitator
7: Molecular Flayer
8-9: FusionCannon
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Molecular Disruptor
9-10: Fusion Cannon
11-12: Port/Stb Hangar
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Fusion Cannon
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Structure
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

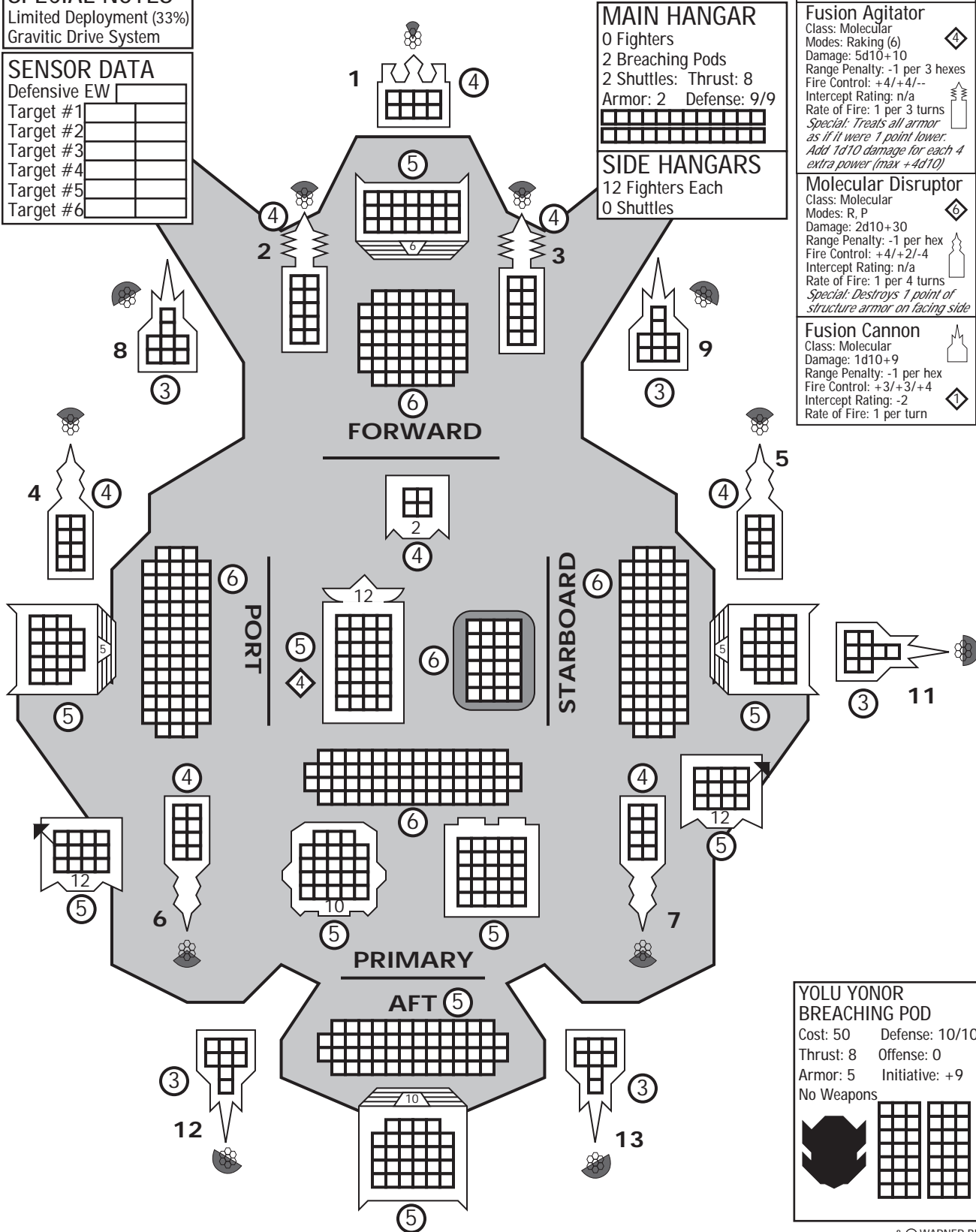
Target #2

Target #3











Target #4

Target #5

Target #6]



ICON RECOGNITION

- | | |
|---|---------------------|
|  | Thruster |
|  | C & C |
|  | Sensors |
|  | Engine |
|  | Reactor |
|  | Hangar |
|  | Molecular Flyer |
|  | Fusion Agitator |
|  | Molecular Disruptor |
|  | Fusion Cannon |

YOLU YONOR
BREACHING POD

Cost: 50	Defense: 10/10
Thrust: 8	Offense: 0
Armor: 5	Initiative: +9
No Weapons _____	

