

# Yolu Malau Attack Frigate

## SPECS

Class: Medium Ship  
In Service: 2012  
Point Value: 625  
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: +2  
Initiative Bonus: +12

## WEAPON DATA

**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	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

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 8  
Armor: 2 Defense: 9/9

## FORWARD HITS

1-4: Retro Thrust  
5-7: Molecular Disruptor  
8-10: Fusion Cannon 4 or 5  
11-17: 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

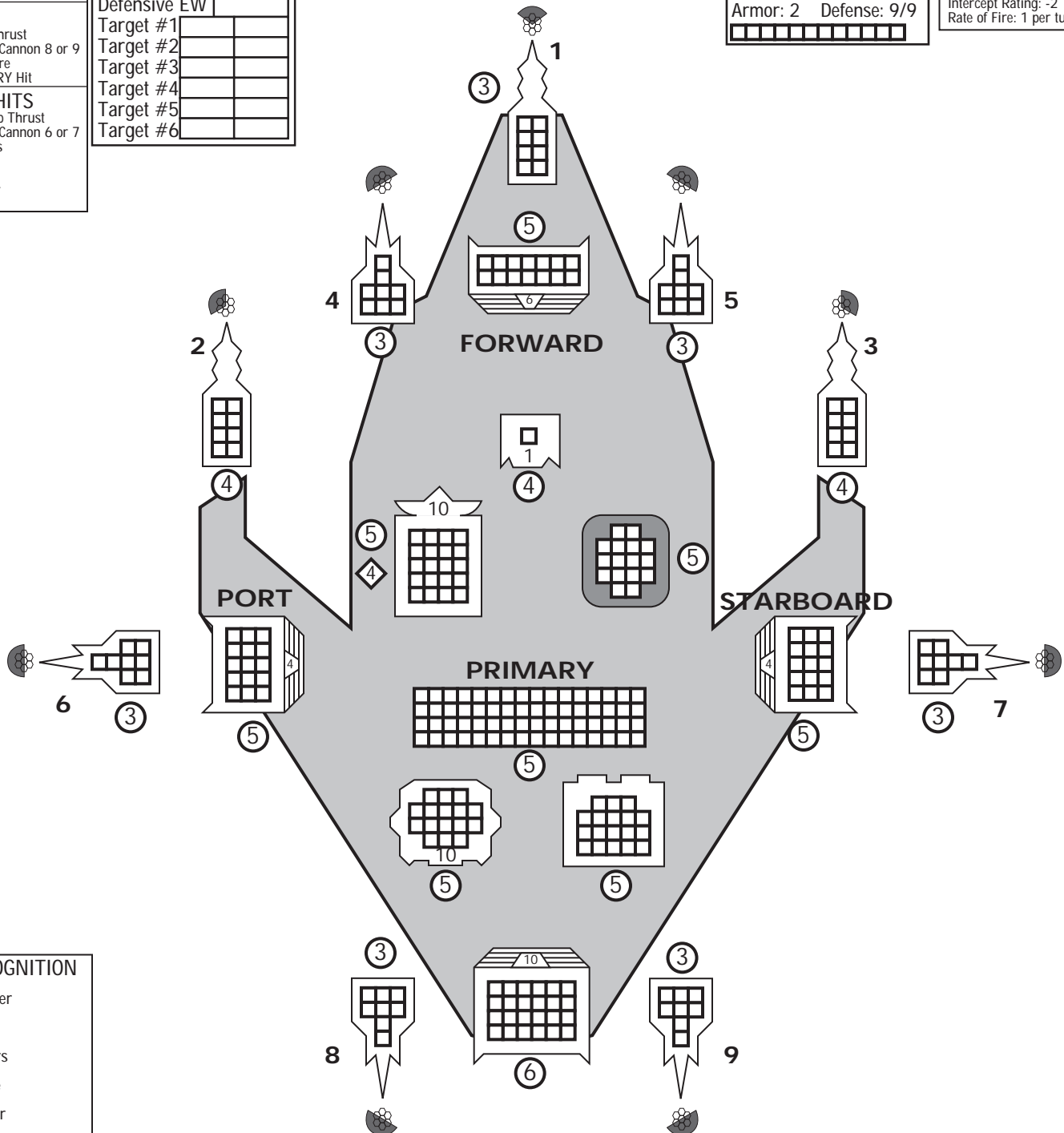
## SPECIAL NOTES

Gravitic Drive System

## SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Molecular Disruptor
- Fusion Cannon