



Yolu Nashana Light Cruiser

SPECS			MANEUVERING					COMBAT STATS				
Class: Capital Ship			Turn Cost: 2/3 x Speed					Fwd/Aft Defense: 15				
In Service: 2244			Turn Delay: 1/2 x Speed					Stb/Port Defense: 16				
Point Value: 950			Accel/Decel Cost: 3 Thrust					Engine Efficiency: 5/1				
Ramming Factor: 270			Pivot Cost: 3+3 Thrust					Extra Power: +4				
Jump Delay: 20 Turns			Roll Cost: 3+3 Thrust					Initiative Bonus: +1				
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

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

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)

Hvy Fusion Cannon

Class: Molecular
Mode: Standard
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3+3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

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

<p>FORWARD HITS</p> <p>1-4: Retro Thrust</p> <p>5-6: Destabilizer Beam</p> <p>7-10: Fusion Agitator</p> <p>11-18: Forward Struct</p> <p>19-20: PRIMARY Hit</p>
<p>SIDE HITS</p> <p>1-4: Hit/Stb Thrust</p> <p>5-6: Heavy Fusion Cannon</p> <p>7-10: Fusion Cannon</p> <p>11-18: Port/Stb Struct</p> <p>19-20: PRIMARY Hit</p>
<p>AFT HITS</p> <p>1-8: Main Thrust</p> <p>9-10: Fusion Cannon</p> <p>11-18: Aft Struct</p> <p>19-20: PRIMARY Hit</p>
<p>PRIMARY HITS</p> <p>1-8: Primary Struct</p> <p>9-10: Jump Engine</p> <p>11-13: Sensors</p> <p>14-15: Engine</p> <p>16-17: Hangar</p> <p>18-19: Reactor</p> <p>20: C & C</p>

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

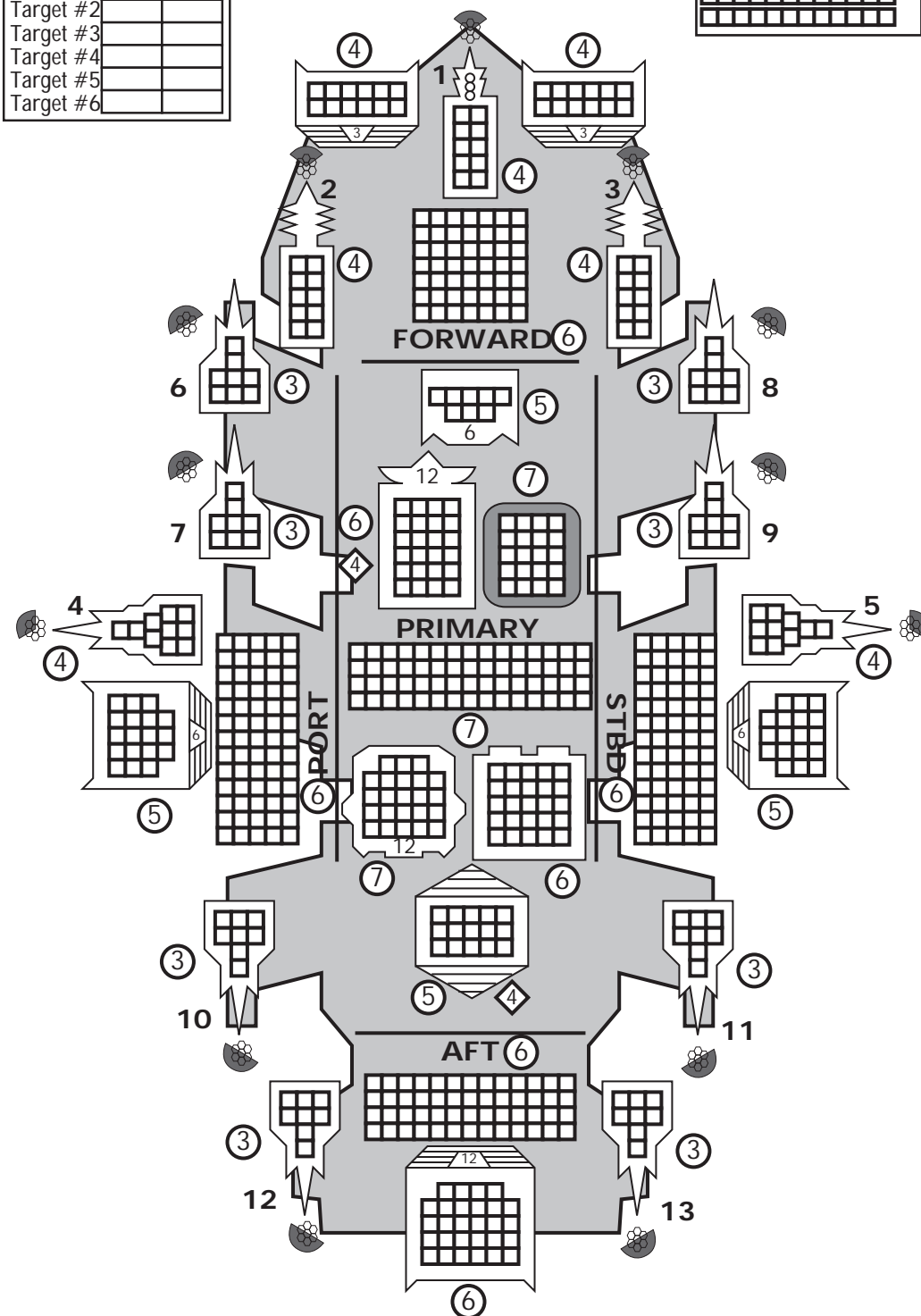
Target #1

Target #2

Target #3

Target #4
Target #5

Target #5
Target #6



ICON RECOGNITION

