



Version 3: 2E/B5

Name: _____

Counter: _____



Yolu Gelnarte Heavy Battlecruiser

SPECS

Class: Capital Ship
In Service: 2148
Point Value: 1225
Ramming Factor: 330
Jump Delay: 18 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Hvy Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 3d10+36
Range Penalty: -1 per 2 hexes
Fire Control: +5/+2/-6
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

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
Mode: Standard
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
5-8: Hvy Molecular Dsrptr
9-10: Jump Engine
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-8: Molecular Disruptor
9-12: Fusion Cannon
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Sensors
13-14: Engine
15-16: Hangar
17-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

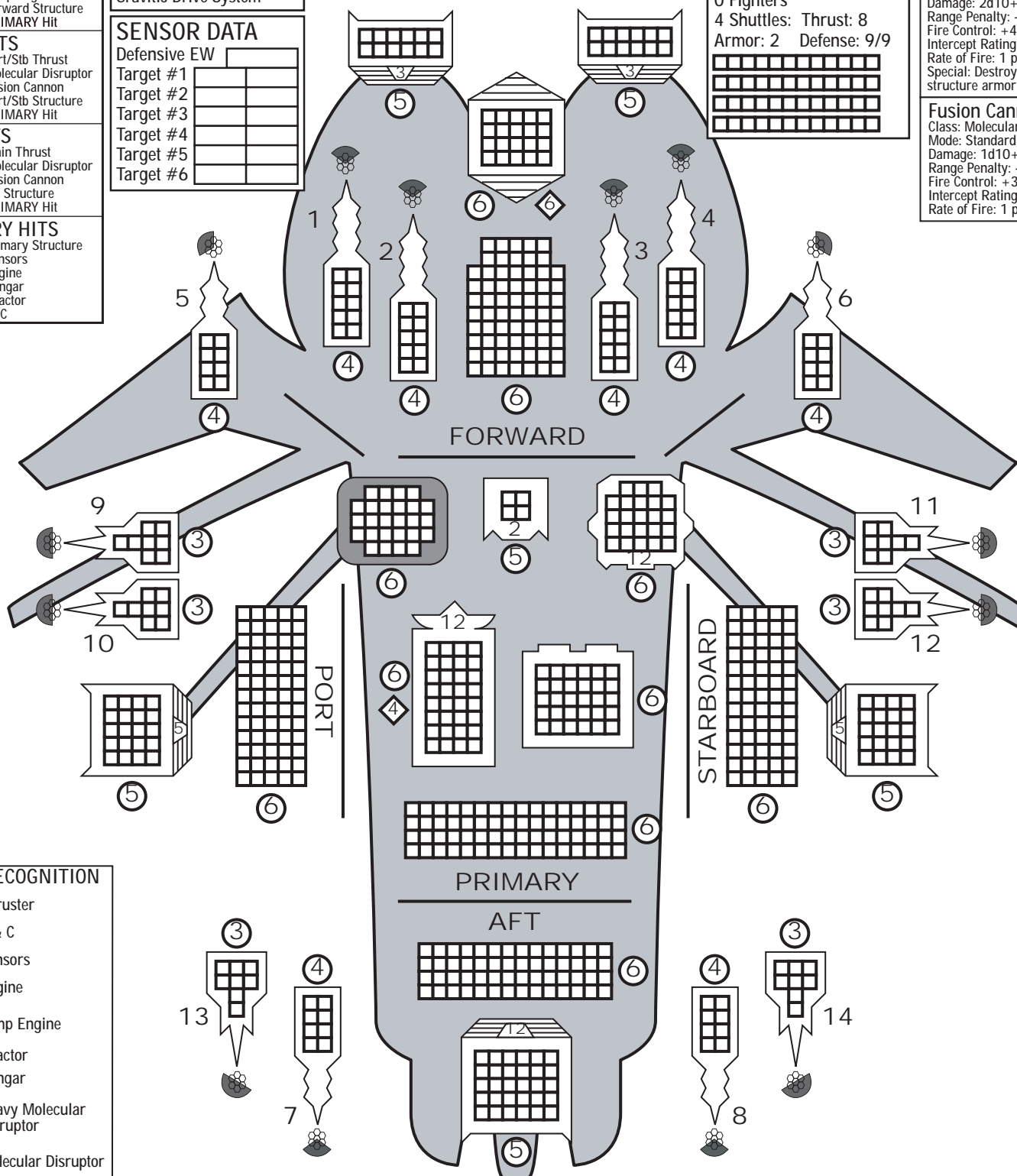
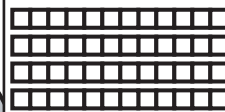
Target #6

HANGAR

0 Fighters

4 Shuttles: Thrust: 8

A armor: 2 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Molecular Disruptor
- Molecular Disruptor
- Fusion Cannon