

Yolu Nelar Flayer Gunship

SPECS

Class: Capital Ship
 In Service: 2260
 Point Value: 1000
 Ramming Factor: 320
 Jump Delay: 18 Turns

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	2	2	3	4	4	5	6	6	7	8	8

MANEUVERING

Turn Cost: 2/3 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: 15
 Stb/Port Defense: 16
 Engine Efficiency: 5/1
 Extra Power: +8
 Initiative Bonus: +0

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

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 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
 5-7: Molecular Flayer
 8-9: Destabiliser Beam
 10-11: Jump Drive
 12-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-7: Molecular Flayer
 8-10: Fusion Cannon
 11-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-9: Fusion Cannon
 10-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
 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

3 Shuttles: Thrust: 8

Airor: 2 Defense: 9/9

