

# Draconian Royal Yacht (2)

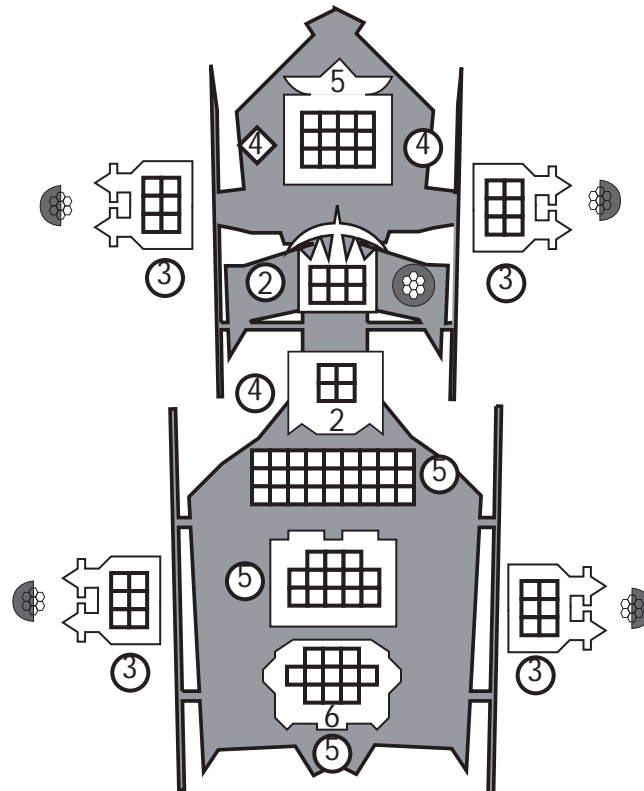
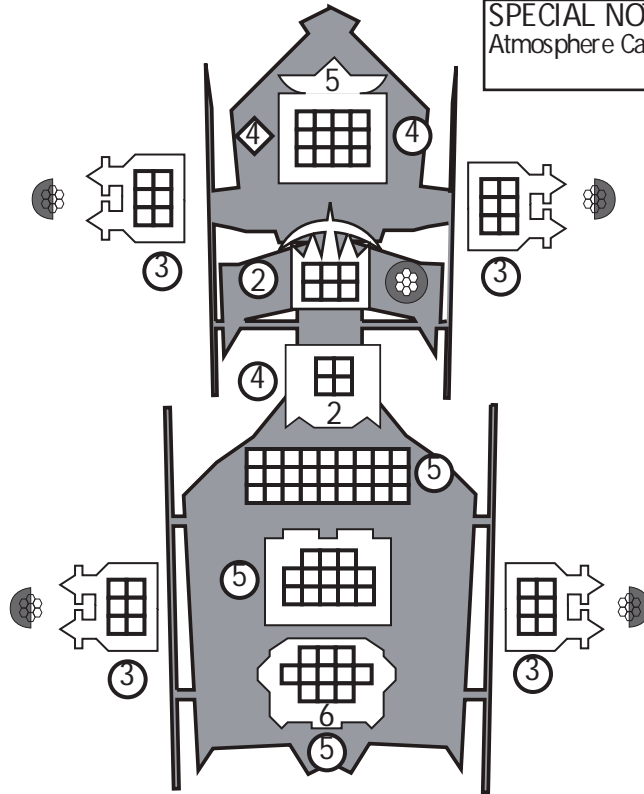
SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11/7
In Service: 2472	Turn Delay: 1/4 Speed	Stb/Port Defense: 12/8
Point Value: 145 ea.	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +13
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA	
Dual Pulsar Turret	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+3	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+3	
Intercept Rating: -1	
Rate of Fire: 2 per turn	

Plasma Shield	◆
Subtract Shield Factor from incoming chance to hit and any damage scored through arc, against Ballistic, Particle, Plasma, Matter, Bil-Pro, and Anti-Matter class weapons. See Rules.	

HIT LOCATION	
1-8:	Structure
9-11:	Dual Pulsar
12-13:	Plasma Shield
14-15:	Hangar
16-17:	Drive
18-19:	Reactor
20:	Control

**SPECIAL NOTES**  
Atmosphere Capable



SENSOR DATA	
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

SENSOR DATA	
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

ICON RECOGNITION	
	Control
	Drive
	Reactor
	Hangar
	Dual Pulsar Turret
	Plasma Shield