

# Yolu Achoo Anti-Ballistic Cruiser

## SPECS

Class: Capital Ship  
In Service: N/A  
Point Value: N/A  
Ramming Factor: 320  
Jump Delay: 18 Turns

## 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: +2  
Initiative Bonus: +0

## WEAPON DATA

**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	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

## FORWARD HITS

1-4: Retro Thrust  
5-9: Fusion Cannon

10-11: Jump Drive  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust

7-12: Fusion Cannon  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Fusion Cannon  
9-18: 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

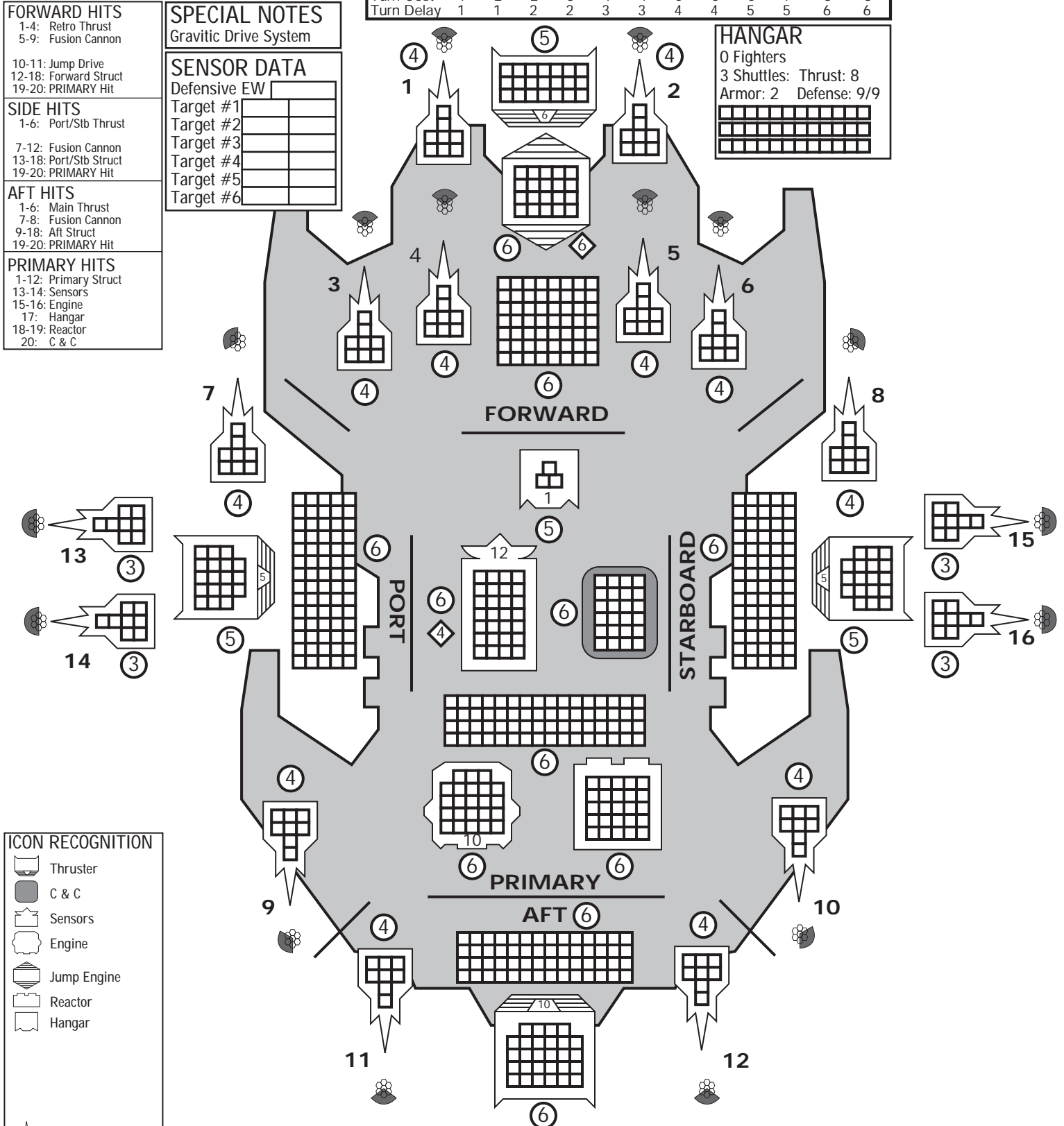
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
3 Shuttles: Thrust: 8  
Armor: 2 Defense: 9/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar

Fusion Cannon