



Yuatja Mothership

SPECS

Class: Capital Ship
In Service: 1450
Point Value: 1320
Ramming Factor: 270
Jump Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

WEAPON DATA

Plasma Lance
Class: Plasma
Modes: Piercing
Dmg: 4d10+8 (-1 per 3 hexes)
Range Pen: -1 per 3 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +5/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Disk Defense System
Class: Matter
Mode: Pulse (Special)
Damage: 8
Range Penalty: (max 2)
Fire Control: --/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 6 shots at fighters/shuttles per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Docking Collar
8-9: Plasma Lance
10-11: Mid Pulse Cannon
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Plasma Lance
7-8: Disk Def System
9: Lt Pulse Cannon
10-11: Port/Stbd Launcher
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Docking Collar
8-9: Jump Drive
10-11: Lt Pulse Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9: Cloaking Device
10-11: Barracks
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System
Reflective Armor
+3 vs Lasers
Cloak, Stealth
Atmospheric

SENSOR DATA

Defensive EW

Target # 1

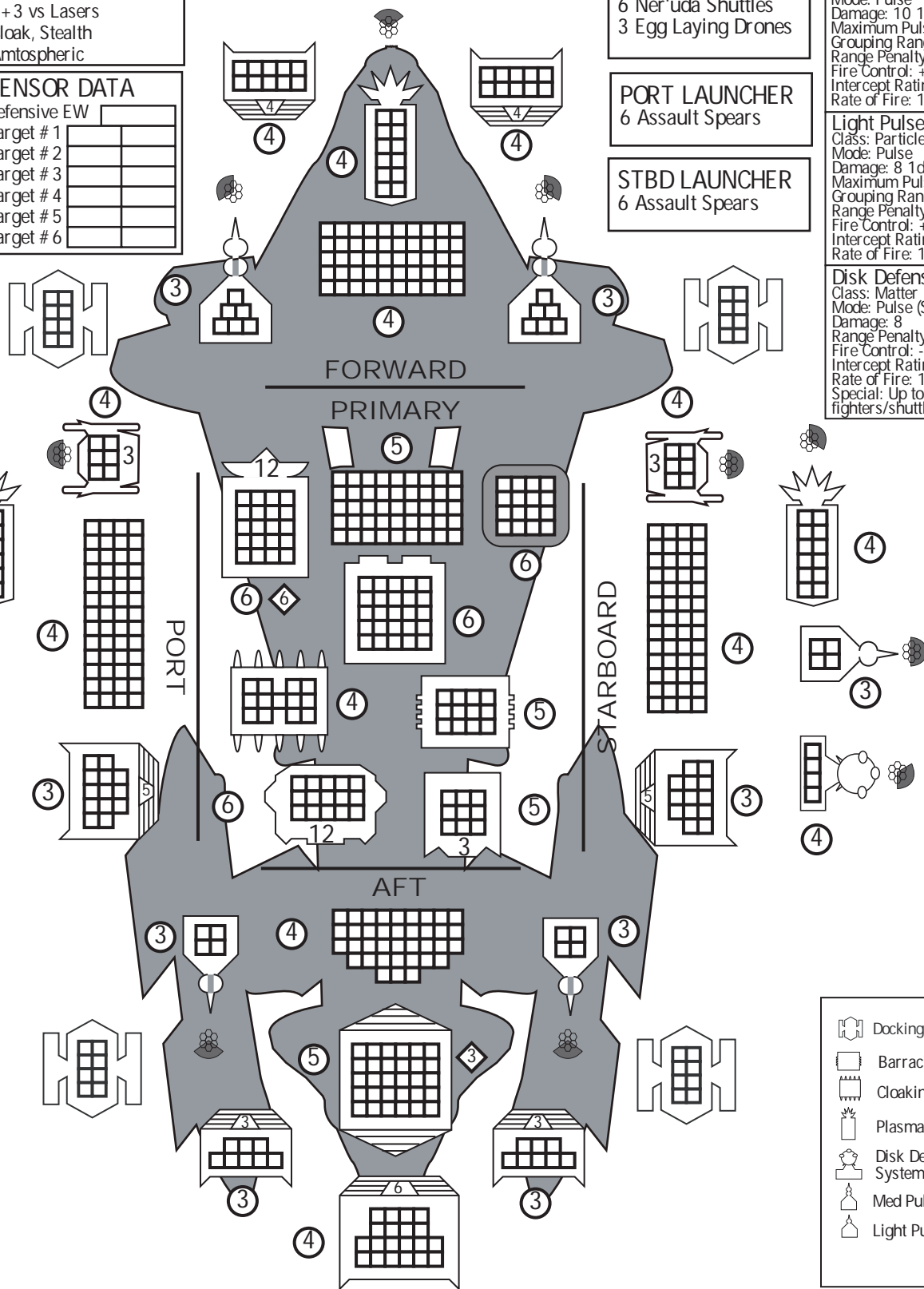
Target # 2

Target # 3

Target # 4

Target # 5

Target # 6



ICON RECOGNITION

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

- Docking Collar
- Barracks
- Cloaking Device
- Plasma Lance
- Disk Defense System
- Med Pulse Cannon
- Light Pulse Cannon