



Yehat Terminator

SPECS

Class: Hvy Combat Vsl
In Service: SC1/2
Point Value: 525
Ramming Factor: 130
Jump Delay: 18 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (8)
Stb/Port Defense: 11 (5)
Engine Efficiency: 2/1
Power Shortage: -7
Initiative Bonus: +6

WEAPON DATA

Rapid Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d3+2 times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +5/+4/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus.

High Energy Force Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active. Cannot be flown under by fighters.

SIDE HITS

1-4: Port/Stb Thrust
5-7: Rapid Pulse Cannon
8-9: High Energy Shield
10-18: Port/Stb Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Fwd/Aft Thrust
10-11: Jump Engine
12-13: Shield Generator
14-15: Sensors
16-17: Engine
18: Hangar
19: Reactor
20: C&C

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits or Struct)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

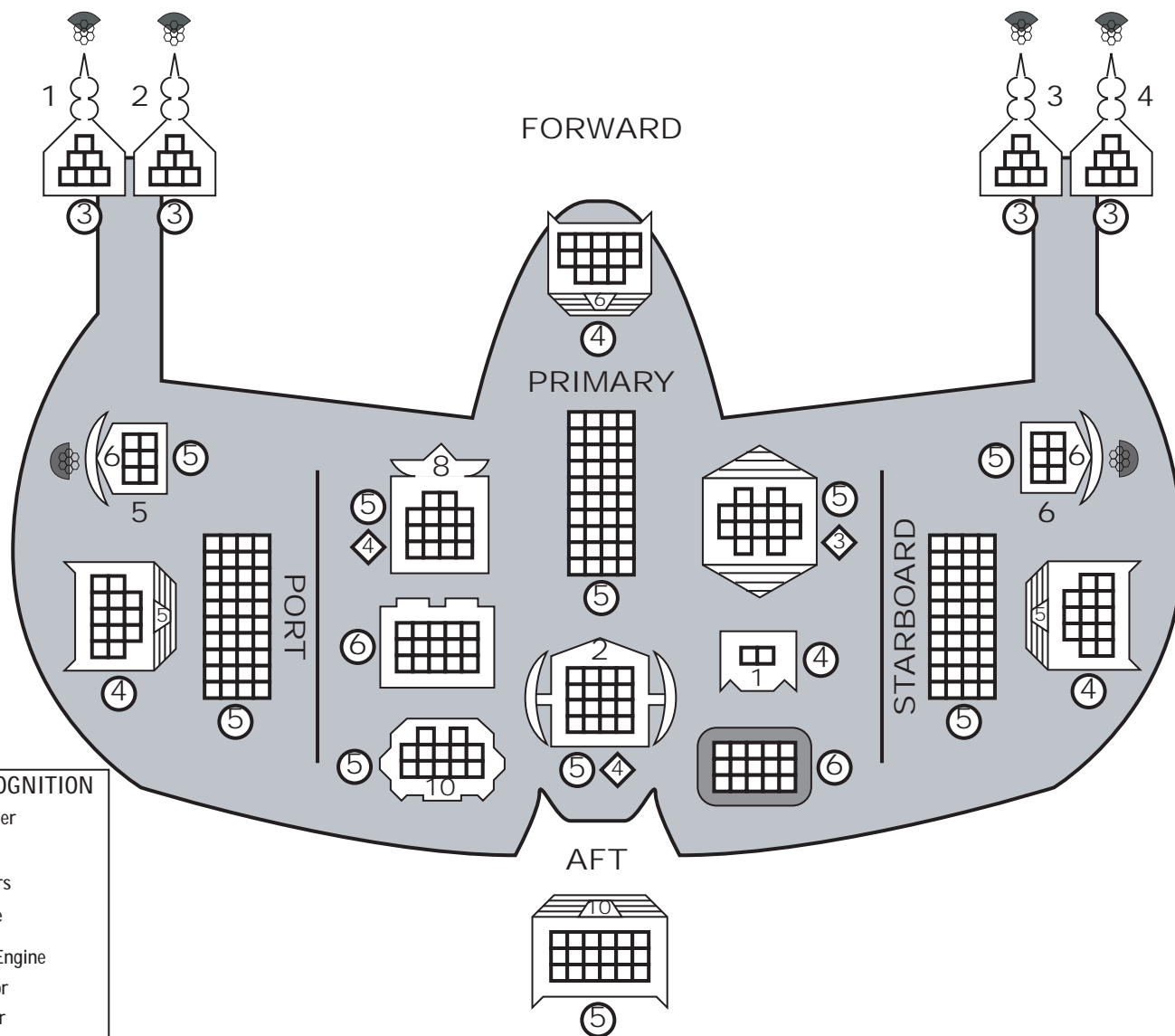
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 3 Defense: 12/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- High Energy Force Shield
- Rapid Pulse Cannon