



# Yridian Yoluscha Freighter

## SPECS

Class: Medium Ship  
 In Service: 2255  
 Point Value: 240  
 Ramming Factor: 60  
 Warp Delay: 7 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
 Stb/Port Defense: 15  
 Engine Efficiency: 2/1  
 Extra Power: 0  
 Initiative Bonus: +12

## WEAPON DATA

**Medium Disruptor**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d10+10  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+2/+2  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

**Light Disruptor**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d6+6  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: -1  
 Rate of Fire: 1 per turn

**Deflector Shield**  
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

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	2	2	3	3	4	4	5	5	6	6

**FORWARD HITS**  
 1-3: Deflector Shield  
 4-6: Light Disruptor  
 7-17: Structure  
 18-20: PRIMARY Hit

**SPECIAL NOTES**  
 Gravitic Drive System  
 Impulse Drive

**AFT HITS**  
 1-5: Impulse Thruster  
 6-8: Deflector Shield  
 9-10: Light Disruptor  
 11-17: Structure  
 18-20: PRIMARY Hit

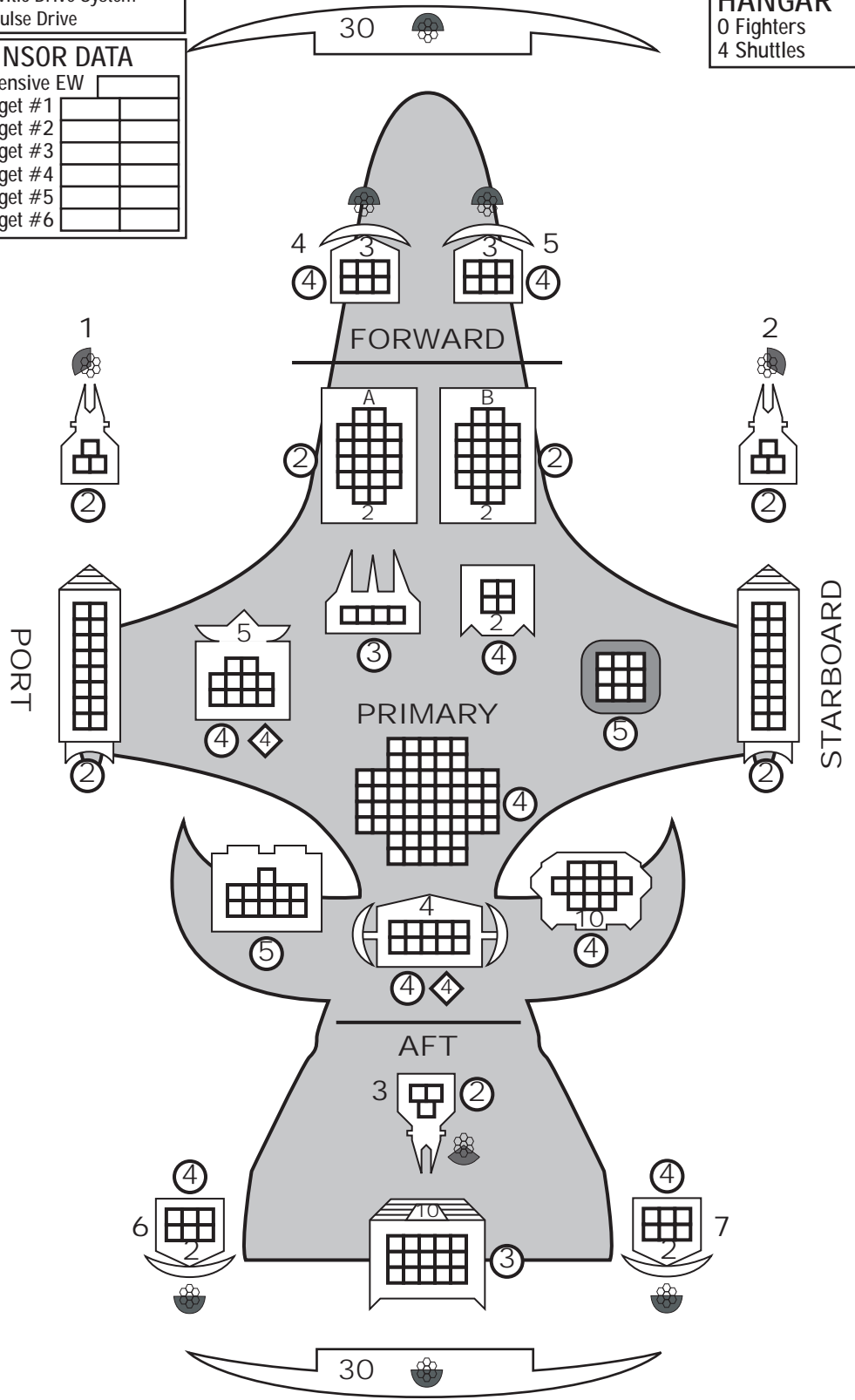
**SENSOR DATA**

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**PRIMARY HITS**  
 1-5: Warp Engine  
 6-9: Cargo  
 10-11: Shield Generator  
 12-13: Sensors  
 14-15: Hangar  
 16-18: Engine  
 19: Reactor  
 20: C&C

**HANGAR**  
 0 Fighters  
 4 Shuttles



**ICON RECOGNITION**

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Medium Disruptor
	Light Disruptor