



# Utwig Jugger

## SPECS

Class: Capital Ship  
In Service: SC2  
Point Value: 700  
Ramming Factor: 200  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Wide Area Blaster**  
Class: Particle  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -2 per 3 hexes  
Fire Control: +4/+4/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

## Oscillating

**Absorption Shield**  
Holds up to four shield charges.  
For each shield charge used, subtract Shield Factor from damage scored through arc. Decision to use shield charges is made after weapon hits but before rolling for damage. 2 power required to replenish each empty shield charge. Shields that have used all of their shield charges cannot be recharged.

## FORWARD HITS

1-4: Retro Thrust  
5-7: Wide Area Blaster  
8-9: Oscillating Shield  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-6: Wide Area Blaster  
7-8: Oscillating Shield  
9-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Oscillating Shield  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11: Jump Engine  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18: Shield Generator  
19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

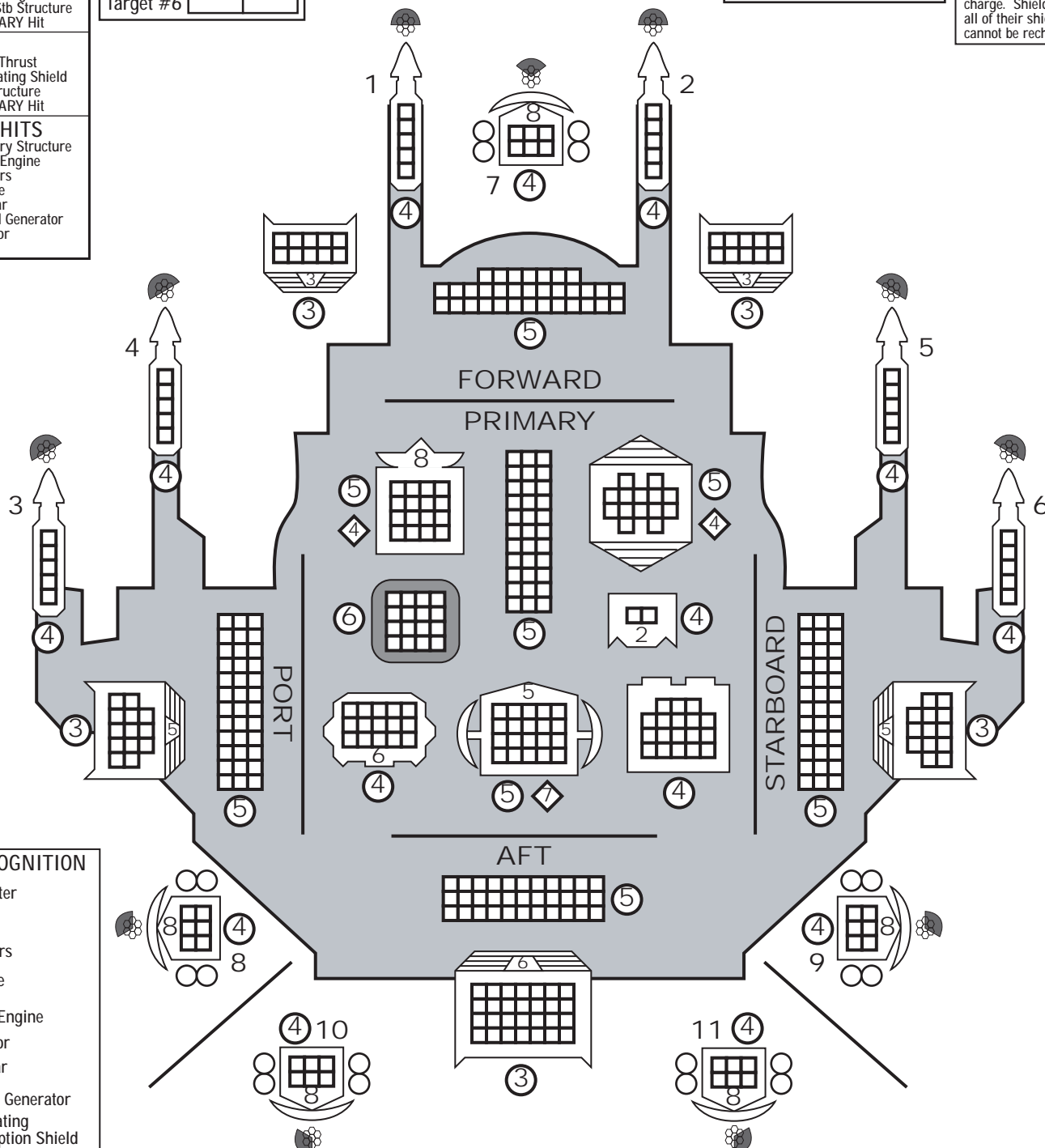
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 3 Defense: 12/12



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Oscillating Absorption Shield
- Wide Area Blaster