

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Uul Filoviridae Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2052	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 25 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
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 2 2 3 4 4 5 6 6 7 8 8	

*Endless*

*Void*  
Wars

## FORWARD HITS

1-4: Retro Thrust  
5-6: Dual Rad Array  
7-8: Medium Rad Bolter  
9-10: Rad Torpedo  
11: Gamma Irradiator  
12-18: Forward Structure  
19-20: PRIMAR HIT

## AFT HITS

1-5: Main Thrust  
6-7: Dual Rad Array  
8-9: Rad Torpedo  
10-11: Jump Engine  
12-18: Aft Structure  
19-20: PRIMAR HIT

## PRIMARY HITS

1-9: Primary Hit  
10-11: Hangar  
12-13: Port/Stbd Thrust  
14-15: Engines  
16-17: Sensors  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Uul Carapace  
Bio-Energy Difuser

## SENSOR DATA

Defensive EW

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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/9

## WEAPON DATA

### Gamma Irradiator

Class: Radiation  
Mode: Special  
Damage: None  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Kills 1d4+1 units of troops on ship and irradiates ship. Fighters automatically drop out.

### Medium Rad Bolter

Class: Radiation  
Mode: Standard  
Damage: 15  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns  
Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

### Rad Torpedo

Class: Radiation  
Mode: Standard  
Damage: 12  
Range Penalty: none (max 30)  
Fire Control: +3/+1/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

### Dual Rad Array

Class: Radiation  
Mode: Standard  
Damage: 10  
Range Penalty: -2 per hex  
Fire Control: +3/+4/+5  
Intercept Rating: -2  
Rate of Fire: 2 per turn  
Special: roll 1d6 for each hit on "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Gamma Irradiator
- Medium Rad Bolter
- Twin Rad Array
- Rad Torpedo

