

# Usuuth Orthuul Fleet Scout

## SPECS

Class: Capital Ship  
In Service: 1995  
Point Value: 600  
Ramming Value: 150  
Jump Delay: 30 Turns

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

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +1

## WEAPON DATA

**Hvy Particle Projector**  
Class: Particle  
Modes: Standard  
Damage: 2d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

## Particle Projector

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

## Lt Particle Projector

Class: Particle  
Modes: Standard  
Damage: 1d6+4  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Hvy Particle Projector  
8-9: Particle Projector  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Particle Projector  
8-9: Lt Particle Projector  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Particle Projector  
10-11: Jump Engine  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-12: Hangar  
13-14: Sensors  
15-16: Engine  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

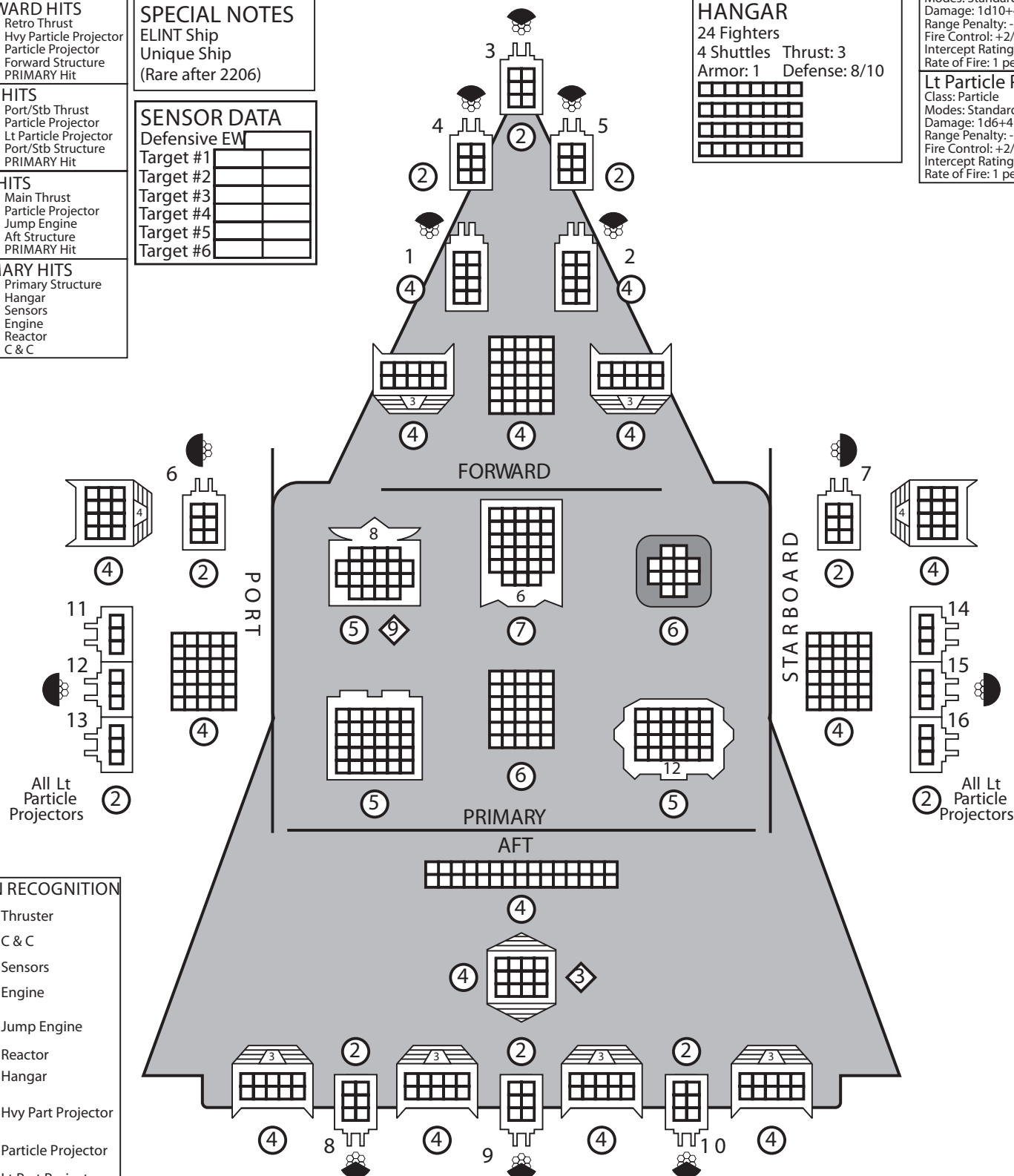
ELINT Ship  
Unique Ship  
(Rare after 2206)

## SENSOR DATA

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

## HANGAR

24 Fighters  
4 Shuttles Thrust: 3  
Armor: 1 Defense: 8/10

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Part Projector
- Particle Projector
- Lt Part Projector