

Usuuth Orthuus Battle Leader

SPECS

Class: Capital Ship
In Service: 1970
Point Value: 600
Ramming Value: 150
Jump Delay: 30 Turns

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: 5
Stb/Port Defense: 7
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +1

WEAPON DATA

Particle Hammer

Class: Particle
Modes: Standard
Damage: 2d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +3/+1/-2
Intercept Rating: a
Rate of Fire: 1 per 4 turns

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: Particle Hammer
8-9: Particle Projector
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-5: Main Thrust
6-7: Particle Projector
8-9: Hvy 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: Sensor
15-16: Engine
17-19: Reactor
20: C & C

SPECIAL NOTES

Limited (33%)

Unlimited after 2205

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

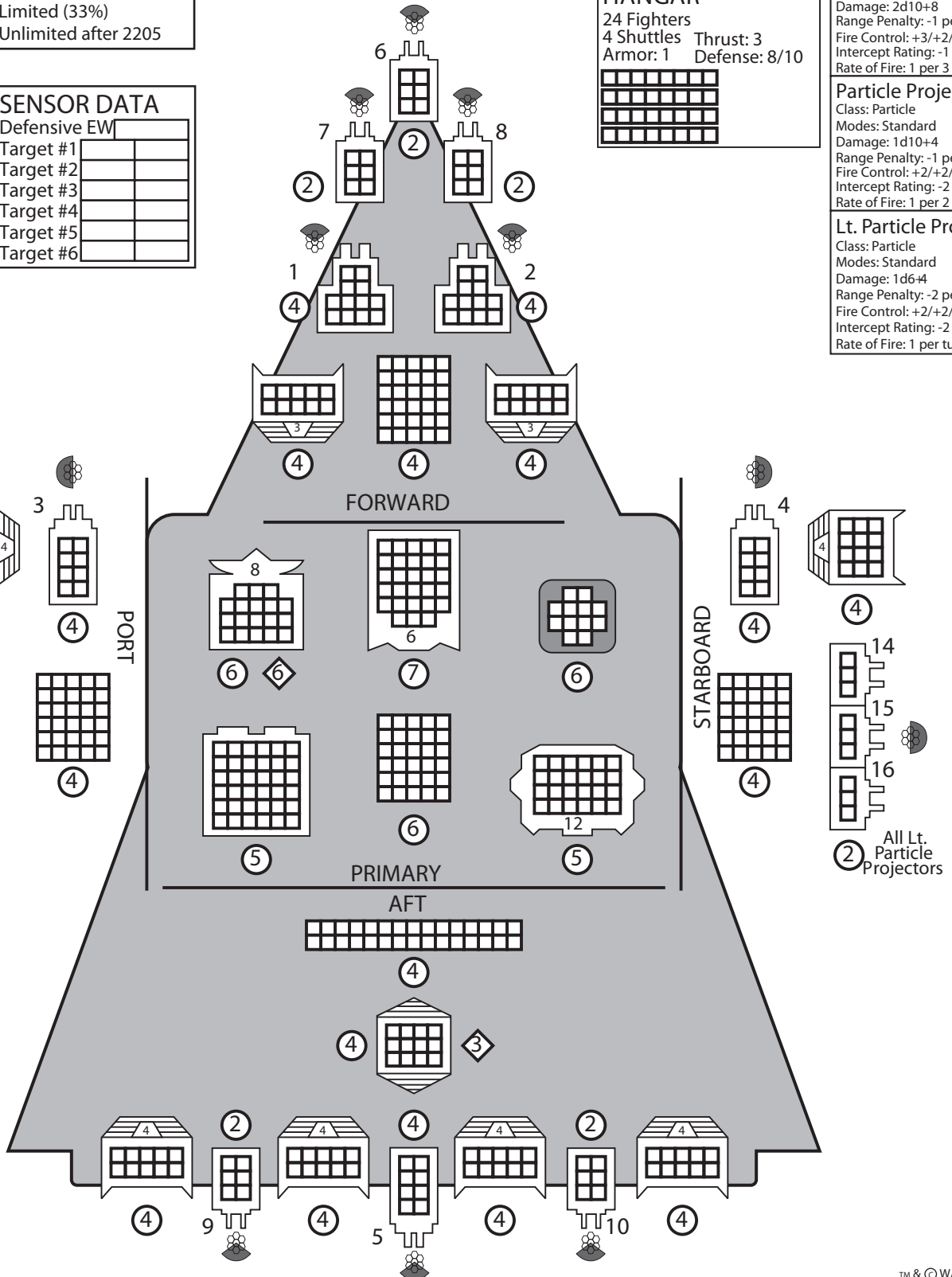
Target #6

HANGAR

24 Fighters

4 Shuttles Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

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