

# Usuuth Sweqall Assault Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2162  
Point Value: **380**  
Ramming Value: 140  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1.5+1.5 Thrust

## COMBAT STATS

Fwd/Aft Def: 13  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +7

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	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Burst Torpedo

Class: E-M +ballistic  
Mode: Standard  
Damage: None  
Range Penalty: None  
Fire Control: +4/+2/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turn  
*Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.*

### Lt. Projector Array

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

## FORWARD HITS

1-4: Retro Thrust  
5: Fwd Hangar  
6-7: Burst Torpedo  
8-9: Lt Projector Array  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Lt Projector Array  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Port/Stb Thrust  
11-12: Sensors  
14-15: Engine  
16: Hangar  
17-19: Reactor  
19-20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

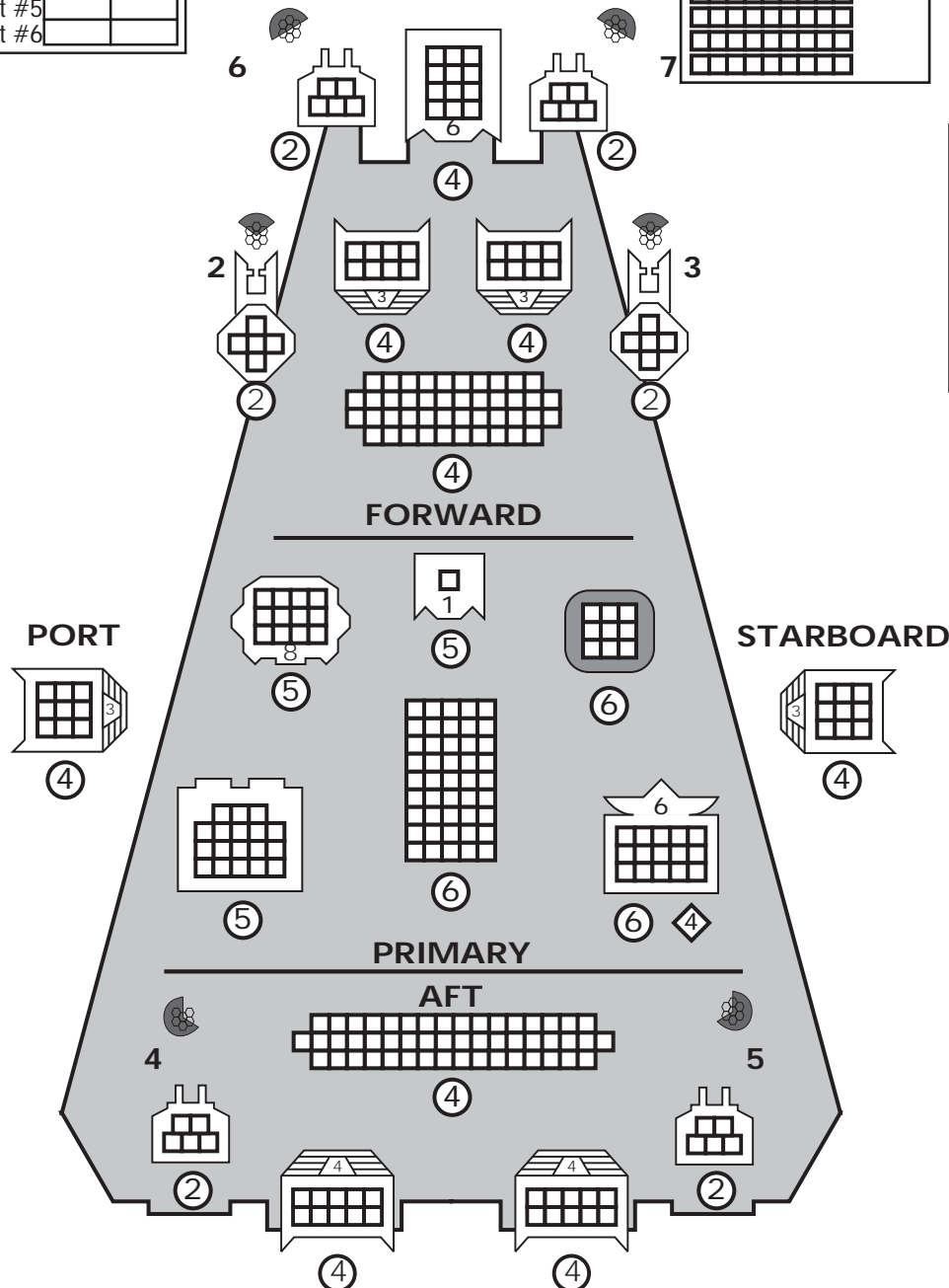
Target #4

Target #5

Target #6

## HANGAR

6 Assault Shuttles  
3 Breaching Pod  
4 Shuttles: Thrust: 4  
Armor: 1 Defense: 8/10

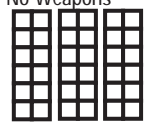


## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Burst Torpedo
- Hvy particle Array
- Lt. Particle Array

## Usuuth Qatyl BREACHING POD

Cost: 40 Defense: 7/7  
Thrust: 8 Offense: 0  
Armor: 3 Initiative: +8  
No Weapons



## UPLIFT ASSAULT SHUTTLES

Cost: 20 Defense: 9/10  
Thrust: 6 Offense: +2  
Armor: 1 Initiative: +9  
1IMP Lt Particle projector  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+3  
Firing Arc:

