

# Usuuth Serron Attack Ship

## SPECS

Class: Hvy Combat Vsl  
In Service: 1952  
Point Value: 375  
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

### 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: Particle Projector  
6-7: Hvy Particle Projector  
8-9: Lt. Particle Projector  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Particle Projector  
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  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

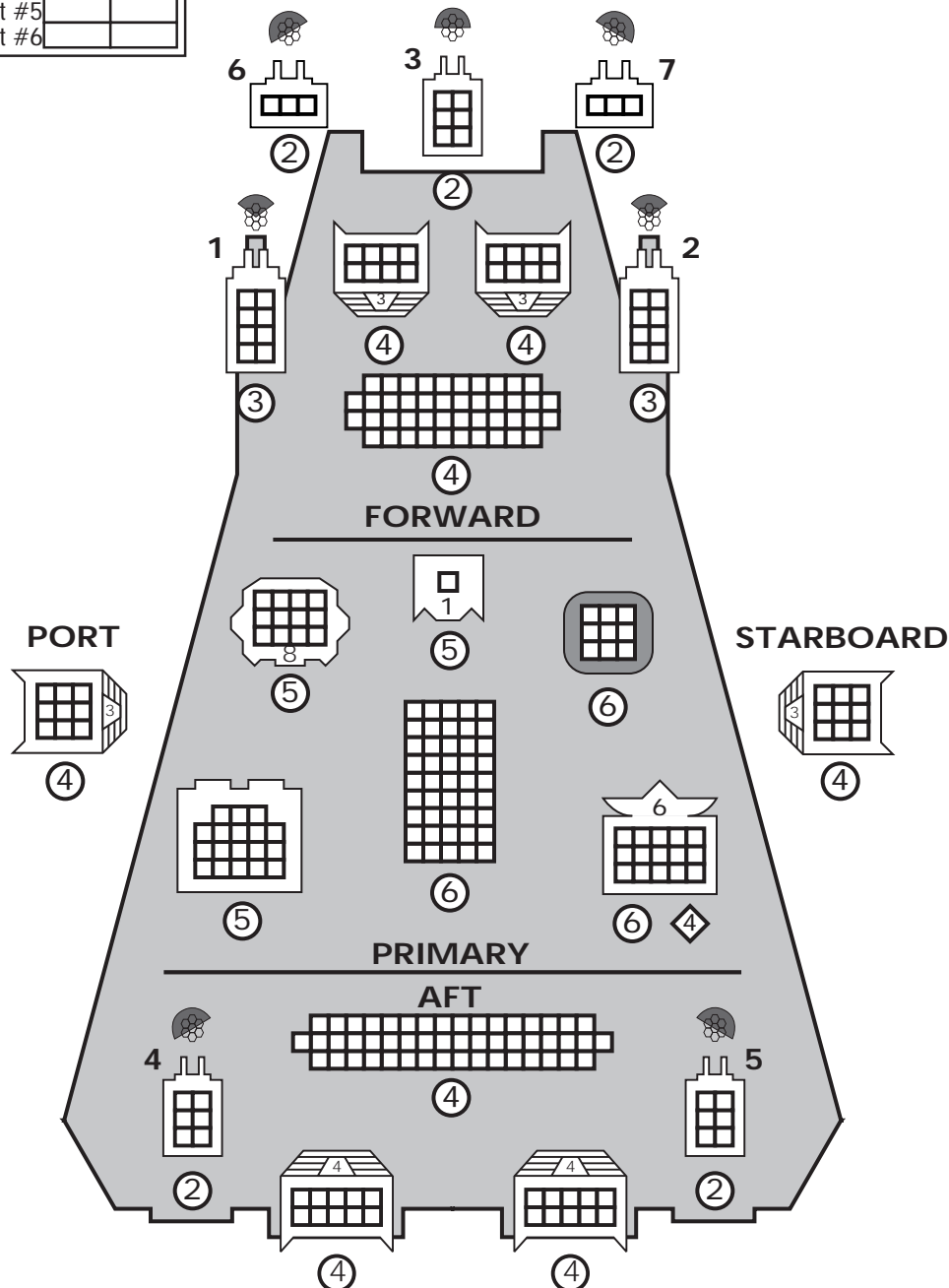
## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 8/10

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## ICON RECOGNITION

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