

# Ussuth Planetary Outpost

## SPECS

Class: CapitalBase  
In Service: 2208  
Point Value: 720  
Ramming Value: 390  
Jump Delay: N/A

## MANEUVERING

Turn Cost: N/A  
Turn Delay: N/A  
Accel/Decel Cost: N/A  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 19  
Stb/Port Defense: 19  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: N/A

## 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

## SECTION HITS

1-2: Hvy Particle Projector  
3-5: Particle Projector  
6-7: Lt Particle Projector  
8-18: Section Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11: Lt Particle Projector  
12-13: Cargo  
14-15: Sensors  
16-18: Hangar  
19: Primary Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

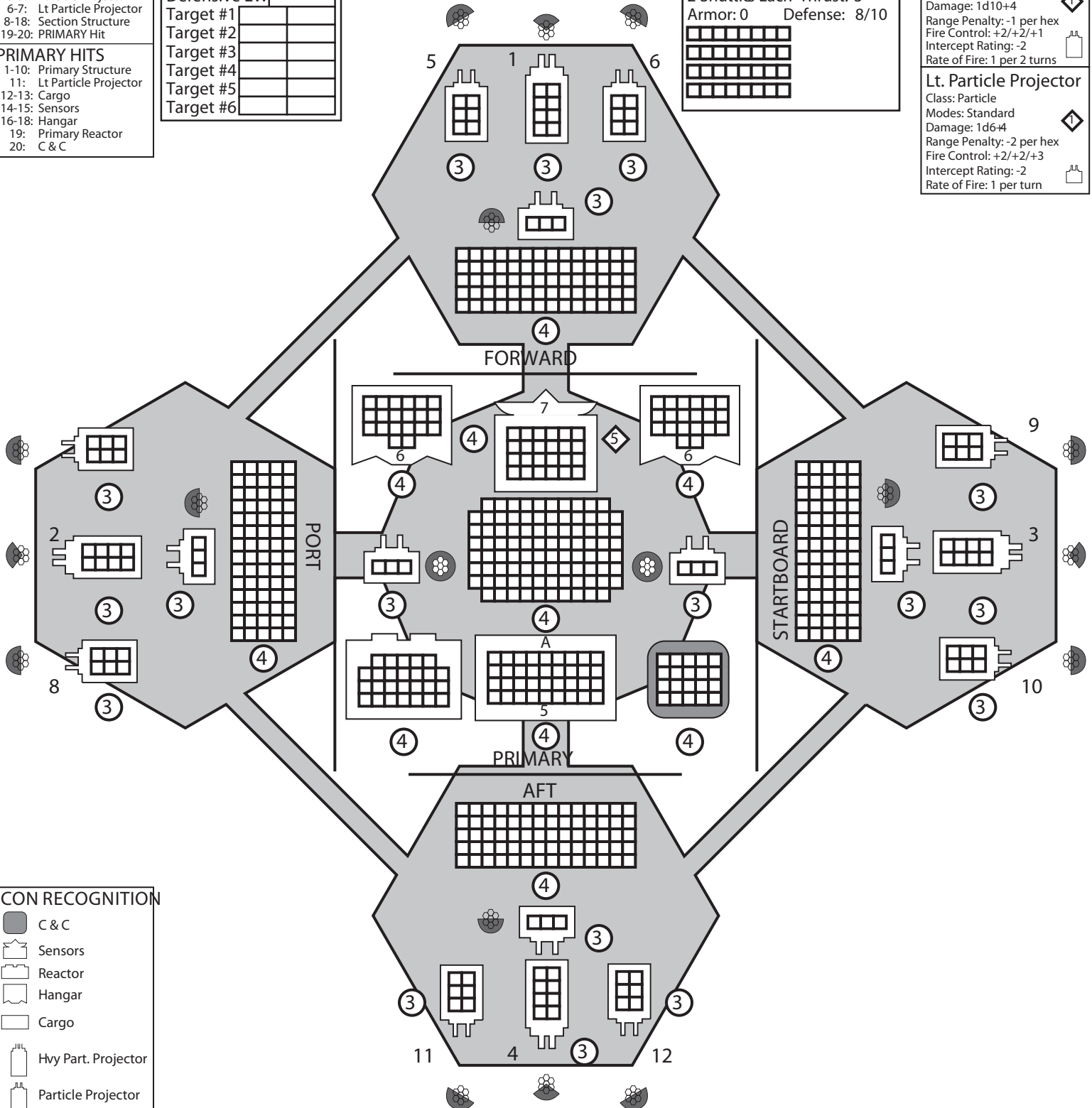
Target #6

## HANGARS

18 Fighters Each

2 Shuttles Each Thrust: 3

Armor: 0 Defense: 8/10



## ICON RECOGNITION

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