

# 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

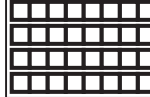
## COMBAT STATS

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

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

## HANGAR

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



## WEAPON DATA

### Particle Hammer

Class: Particle  
 Modes: Standard  
 Damage: 2d10+15  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+1/-2  
 Intercept Rating: n/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

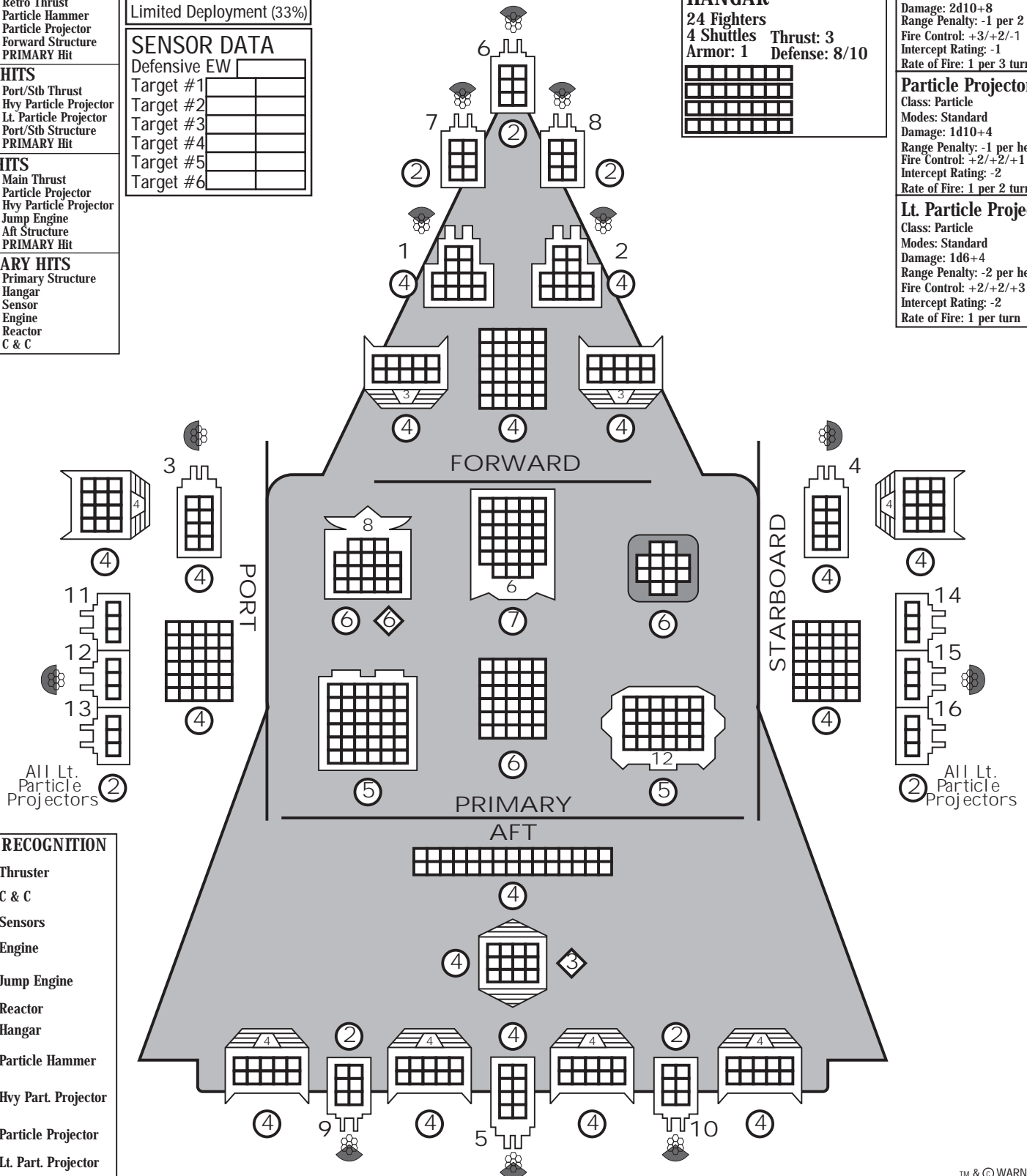
1-9: Primary Structure  
 10-12: Hangar  
 13-14: Sensor  
 15-16: Engine  
 17-19: Reactor  
 20: C & C

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

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



## ICON RECOGNITION

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