



Neo Terran Uhuru Class Destroyer



SPECS		MANEUVERING		COMBAT STATS								
Class: Capital Ship		Turn Cost: 5/2 Speed		Fwd/Aft Defense: 16								
In Service: 2359		Turn Delay: 3/2 Speed		Stb/Port Defense: 18								
Point Value: 1580		Accel/Decel Cost: 7 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 650		Pivot Cost: 8+8 Thrust		Extra Power: 0								
Jump Delay: 20 Turns		Roll Cost: 4+4 Thrust		Initiative Bonus: +0								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	5	8	10	13	15	18	20	23	25	28	30
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Heavy Photon Beam
Class: Laser
Mode: Raking
Damage: 9d10+58
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Ignores Shields

Photon Cutter
Class: Laser
Mode: Raking
Damage: 3d10+6
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores Shields

Minerva Cannon
Class: Laser
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2

Anti-Fighter Mode
Mode: Standard
Damage: 1d10
Rate of Fire: 3 per turn

Anti-Ship Mode
Mode: Raking (6)
Damage: 3d10
Rate of Fire: 1 per turn
Special: Ignores Shields

Flak Turret
Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 2 per turn
Special: Does not breach fighter shields. Non-standard rate of fire.

Particle Turret
Class: Particle
Mode: Standard
Damage: 6
Range Penalty: -3 per 2 hexes
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 3 per turn
Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn

SPECIAL NOTES

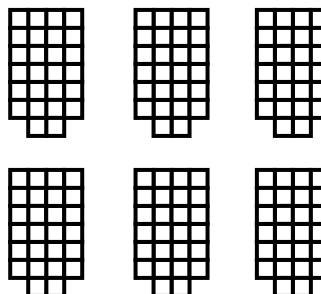
Limited Sensors
Subspace Drive

HANGARS

96 Fighters and Bombers
8 Hygeia Support Craft
6 Elysium Transports

ELYSIUM TRANSPORTS

See SCS for statistics



Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod

FORWARD HITS

- 1-3: Retro Thrust
- 4: CCEW Pod
- 5: Minerva Cannon
- 6-10: Flak Turret
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

PORT HITS

- 1-4: Port Thrust
- 5: Particle Turret
- 6-8: Photon Cutter
- 9-18: Side Structure
- 19-20: PRIMARY Hit

STBD HITS

- 1-4: Stbd Thrust
- 5-7: Heavy Photon Beam
- 8-9: Particle Turret
- 10-18: Side Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: CCEW Pod
- 8: Jump Drive
- 9: Minerva Cannon
- 10-11: Flak Turret
- 12: Particle Turret
- 13-18: Aft Structure
- 19-20: PRIMARY HIT

SENSOR DATA

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

PRIMARY HITS

- 1-8: Primary Structure
- 9: Particle Turret
- 10-11: Flak Turret
- 12: Minerva Cannon
- 13-14: Sensors
- 15-17: Hangar
- 18: Engine
- 19: Reactor
- 20: C&C

