

Usuuth Artokus Police Cruiser

SPECS

Class: **Capital Ship**
In Service: 2261
Point Value: 675
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

(imp)Particle Hammer
Class: Particle
Modes: Standard
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +4/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Hvy Particle Ram

Class: Particle
Modes: Standard
Damage: 3d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Hvy Projector Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per 2 hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turns

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 turns

Burst Tropedo

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.

FORWARD HITS

1-4: Retro Thrust
5-7: Particle Hammer
8-9: Hvy Projector Array
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Hvy Particle Ram
8-9: Lt. Projector Array
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Hvy Projector Array
8-9: Hvy Particle Ram
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

SENSOR DATA

Defensive EW

Target #1

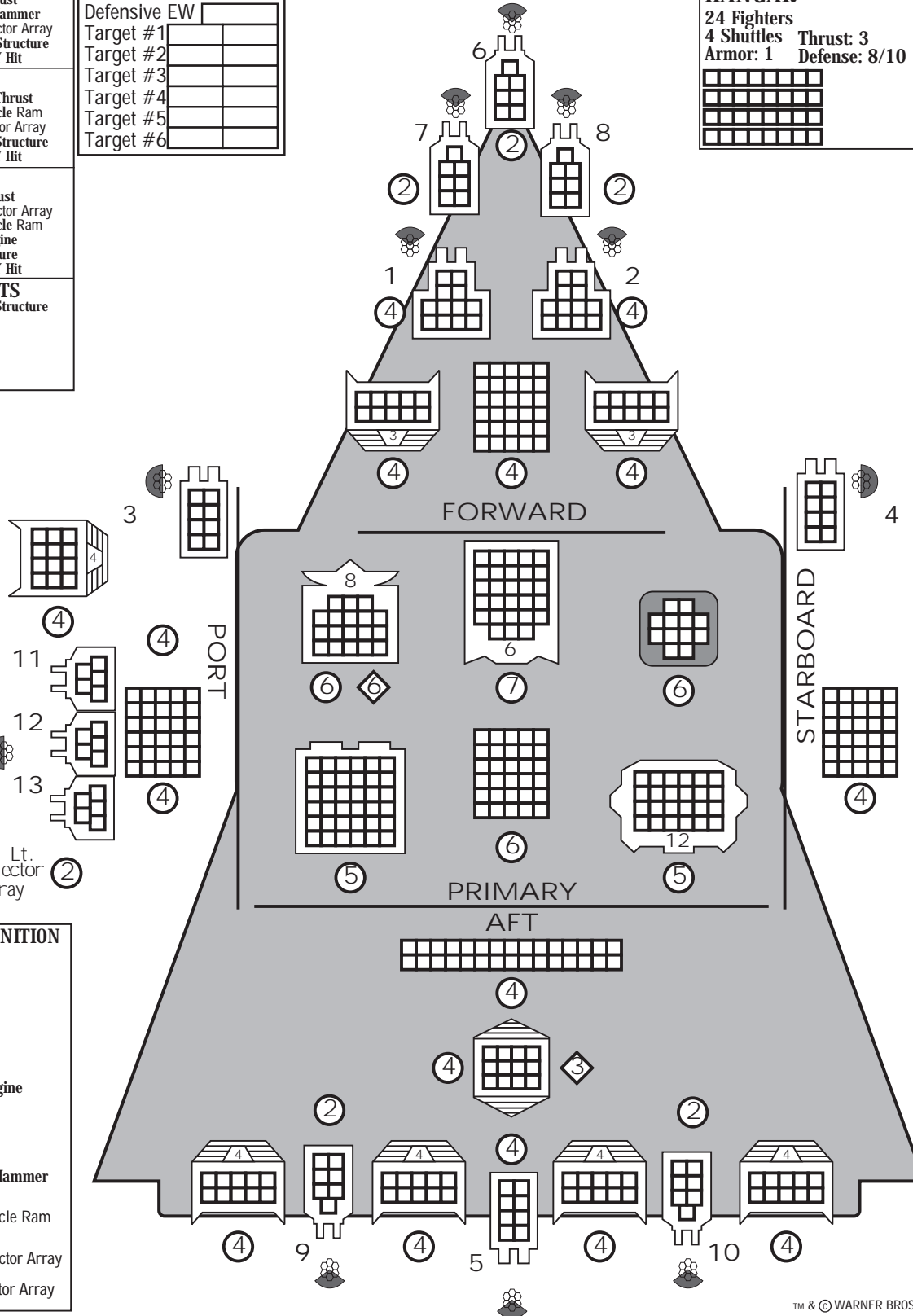
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Hammer
- Hvy Particle Ram
- Hvy Projector Array
- Lt. Projector Array

2263 Refit Interceptor Ship

Point Value: 725

Variant: Uncommon

1. Replace Hvy Projector Array 6-7-8 with Burst Torp 6-7-8

