

DESTROYERS

Destroyers are classified as vessels between frigate and light cruiser tonnage. Typically, they hunt in packs in a manner more akin to escorts than capital ships. Although Destroyers have many and varied roles, a common feature is an ability to inflict high levels of damage for their size - especially against larger prey.

Given their increased size over frigates, they have sufficient superstructure to incorporate more advanced weaponry as well as other systems too difficult to integrate on smaller ships. Some feature abilities found nowhere else, especially on designs focused towards a particular niche. These more specialist variants of Destroyers can often offer any admiral an edge, such as exotic weapons, abnormal speed or unusual launch capacity.

One notable downside of destroyers and their extensive load-outs is that they frequently give off large energy signatures when unleashed to their fullest, dictating a need for careful and decisive use. These powerful weapons also require significant power drain, thus restricting a full salvo for use at idle thrust. This makes them less flexible and not as manoeuvrable as frigates. However, most are tougher than frigates, and can be thought of as “mini-battlecruisers”, since they are extremely powerful in the right situation.

EXPERIMENTAL RULES

LIGHT 2 TONNAGE

Ships with a tonnage notation of L2 are Tonnage 2 for the purposes of calculating Battlegroup Strategy Rating and claiming Critical Locations. For the purposes of fleet organisation L2 ships are considered Light.

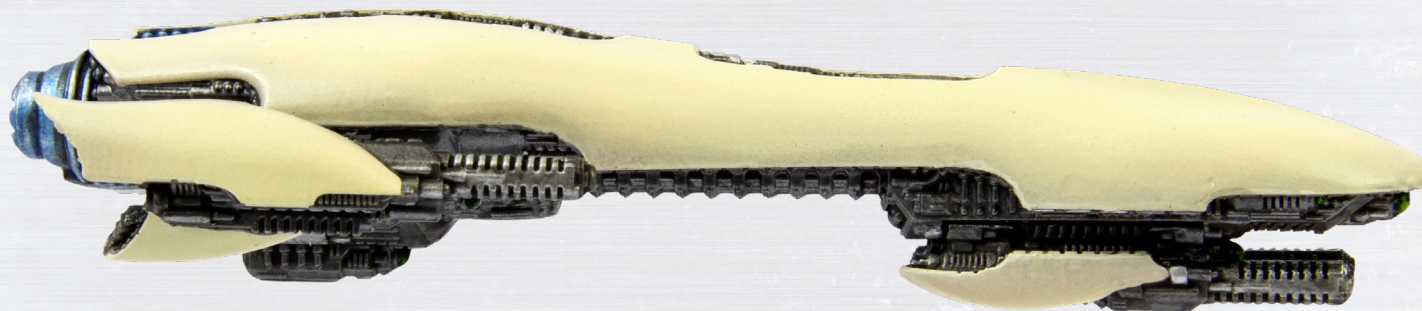
ATMOSPHERIC WEAPONS

Atmospheric weapons are capable of firing from low orbit into atmosphere without any penalties to Lock for Atmosphere or crossing Orbital Layers. Range for Atmospheric weapons targeting a ship in Atmosphere is equal to Scan+ target Signature (unless the weapon system is otherwise limited to Scan range only i.e. Close Action weapons). Atmospheric weapons may only target ships in atmosphere, not clusters, sectors or other targets. Atmospheric weapons may be used against targets outside atmosphere and function exactly as other weapons systems when used in this manner, including suffering normal penalties to Lock for crossing orbital layers.

PHR ELECTRA

DESTROYER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ELECTRA	8"	4"	8"	7	3+	3	2-3	L2	

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

Known ships of the class: *Trident of Poseidon, Harpe, Sword of Damocles*

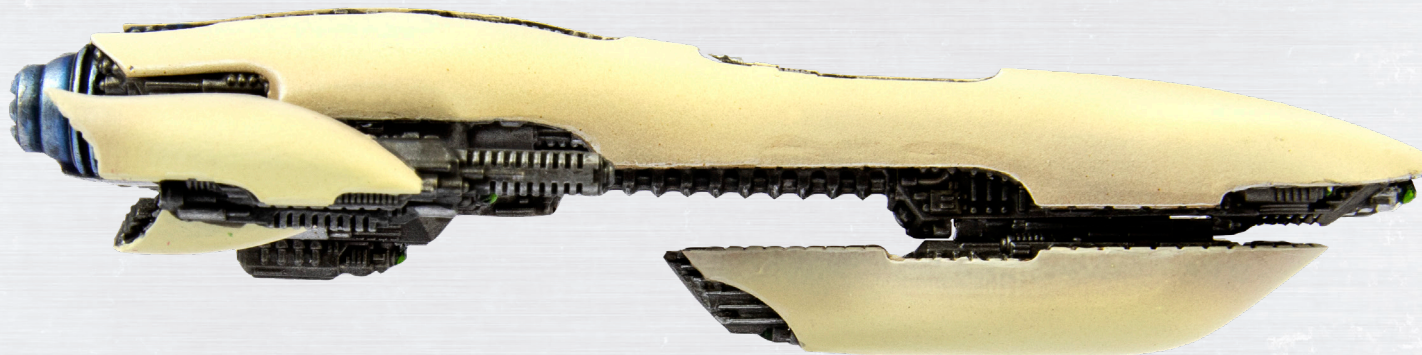
PHR destroyers are larger and bulkier than those of other races and the heavily armed Electra class is no exception. Indeed, by UCM reckoning it could almost be classed a light cruiser. It is armed with four heavy calibre mass drivers in two pairs. These massive guns are devastating when unleashed against large vessels, the Electra's preferred prey.

The fixed setup of these formidable weapons is unusual for a PHR ship, especially since they are limited to the forward arc. Naval Intelligence theorises that this is due to the sheer size of the guns, precluding the usual broadside setup due to the comparatively small size of the destroyer's hull. Whatever the reason, this setup makes the Electra a highly focused and aggressive ship, favouring frontal assaults against single targets. This makes them especially useful in decapitation strikes, although they are less flexible when faced with superior numbers than other PHR vessels.

PHR ARIADNE

DESTROYER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ARIADNE	8"	4"	8"	7	3+	3	1-2	L2	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDER	1	

Known ships of the class: *Strikehome, Myrmidon, Known Purpose*

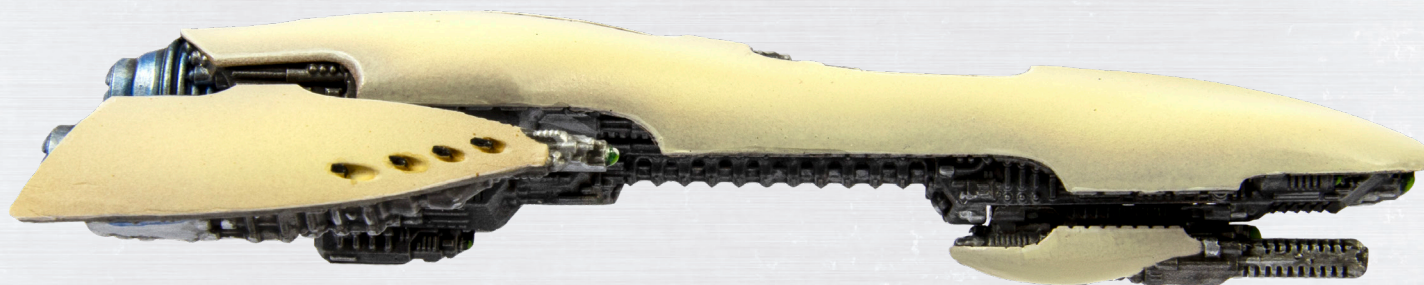
The Ariadne is the sister class to the Electra and is laid out in a multi-role configuration more in keeping with typical PHR fleet doctrine. Primarily, it is an early stage planetary assault ship designed to compliment strike carriers. Unlike these ships however, the Ariadne is large enough to carry bulk landers, allowing the advance deployment of large infantry groups and defence batteries. It is more numerous and flexible than its lumbering cousins the Ganymede and the Orpheus, making it useful for a variety of smaller drop operations.

Since it is likely to be outnumbered, the Ariadne also includes a formidable armament in a pair of heavy calibre mass drivers. These weapons allow the class to defend itself against the heaviest of opposition and puts it in stark contrast to the basic "meat crate" type troopships favoured by most other races. This well armed, compact vessel exemplifies the character of PHR vessels, despite its lack of customary broadside armament.

PHR JASON

BLOCKADE RUNNER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
JASON	8"	2"	12"	6	4+	2	1-3	L2	RARE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
KINGFISHER DRONES	3+	D3+3	1	F/S/R	CLOSE ACTION, ATMOSPHERIC

Known ships of the class: *Ghost Warrior, Longship, Carl Sagan*

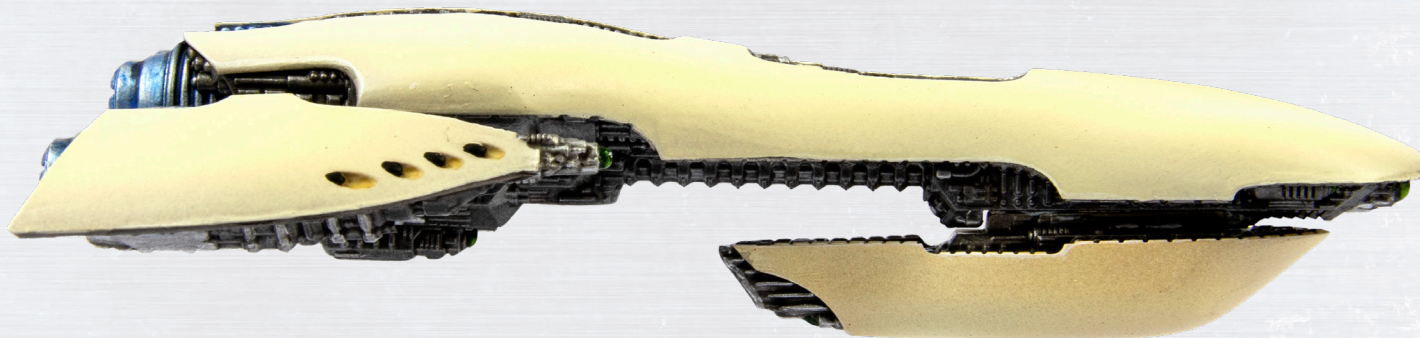
The blockade runner is a type of ship almost unique to the PHR and a staple feature in their shadowy and mysterious operations. Although based on a destroyer type hull, blockade runners feature reduced armament in favour of expansive and powerful drives. This makes them abnormally fast - so much so that they leave almost anything else in space in their wake. This contrasts starkly with most PHR ships and proves that the Republic is perfectly capable of building ships that can outrun almost anything, but simply choose to focus on firepower predominantly. Blockade runners also dispense with the heavy armour common on PHR ships in favour of a subcutaneous layer of spectrum dampers, reducing its signature to that of a much smaller ship.

The Jason class is not poorly armed however, featuring as it does a pair of heavy mass drivers and especially advanced anti-atmospheric close action weaponry. Coupled with its incredible speed, this makes it an ideal infiltration and early strike vessel, capable of slipping past vastly superior forces to get to its target. So impressive has been the Jason's performance that the Admiralty has tasked its naval architects to deliver an equivalent to the UCMF.

PHR ODYSSEUS

BLOCKADE RUNNER

80 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ODYSSEUS	8"	2"	12"	6	4+	2	1-2	L2	LAUNCH, RARE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
WASP DRONES	3+	D3+1	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDER	1	

Known ships of the class: *Neil Armstrong, Yuri Gagarin, Pathfinder*

The Odysseus is, unusually for the PHR, a very focused and inflexible design. Its only mission profile is high speed and low-observable insertion of bulk infantry formations, supplies and defence batteries to advance targets. It achieves this through incredible combat speed, low signature and capacity for bulk landers, at the expense of almost all offensive capability save close action weaponry. It is not designed to face any significant combat, but rather to break past it and get to unguarded targets of opportunity.

They are typically employed to establish remote beachheads and to bolster existing ones. The latter has been especially relevant of late to the beleaguered forces of Aurelia Felix on the Cradle World of Shangri-La. Trapped behind enemy lines and with a UCMF blockade fleet in place, only these lightning fast ships have thus far succeeded in keeping her forces resupplied significantly. Although the PHR has smaller and stealthier ships, the ability to the Odysseus to bring down bulk tonnage to a secure landing zone has been instrumental in her force's survival thus far.