

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.

SHALTARI CHROMIUM

DESTROYER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CHROMIUM	12"	3"/16"	12"	5	5+/4+	6	2-3	L2	

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTION BEAMERS	3+	2	1	F	
THERMAL LANCE CANNON	2+	1	1	F(N)	BURNTHROUGH (3)
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

Encountered ships of the class: *Novaqueen, Black Pulse, Long Certainty*

The Chromium class destroyer is unusual in that it features a thermal lance cannon, a weapon very similar to the burnthrough weapons of more primitive races. Compared to some of the more eldritch armaments employed by the Shaltari, the simple expedient of focusing a sustained high energy laser at a target seems primitive. However, no UCMF admiral would deny the effectiveness of such weapons, often from personal experience!

Shaltari equivalents are of course more advanced, featuring shorter burn times and higher armour penetration potential. The fact that such a weapon can be mounted on a destroyer type hull in addition to other weapons is a testament to their advanced technology. However, the fact that these ships see more service with the smaller and less well equipped tribes suggests that such technology is simple for the Shaltari to construct ahead of more outlandish weaponry.

SHALTARI MERCURY

DESTROYER

60 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MERCURY	12"	3"/16"	12"	5	5+/4+	6	2-3	L2	

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTION BEAMERS	3+	2	1	F	
PULSE IONISER BANK	*	3	1	F	* MAULER (6)

Famous ships of the class: *Cyan Seas, One Knowledge, Dread Soldier*

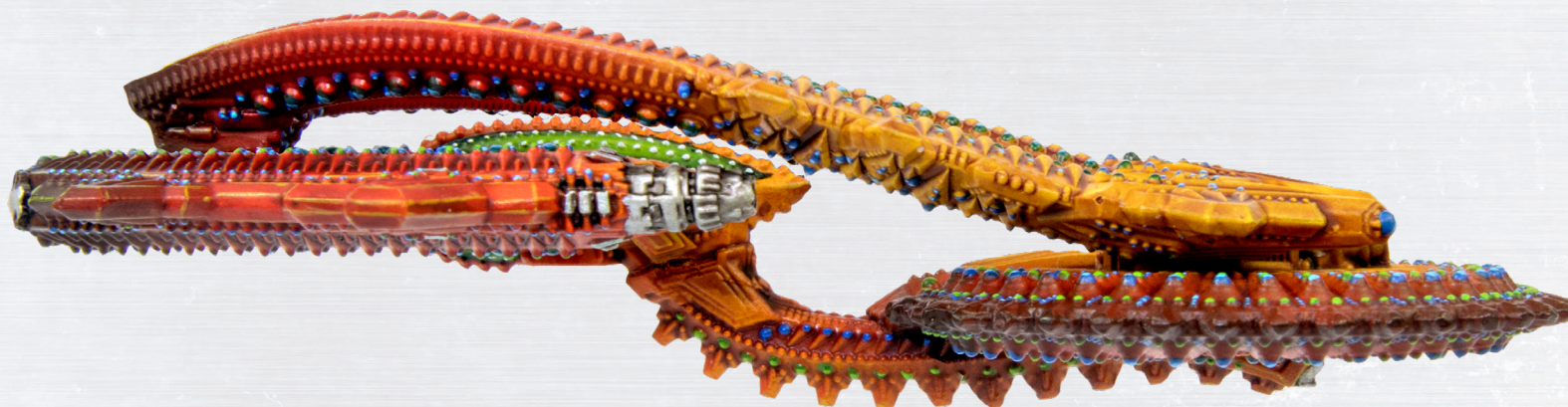
The Mercury class destroyer features an extremely rare weapon type known as the Pulse Ioniser. These weapons establish an energetic link with the target at close ranges, creating an ionised trail through which energy pulses can be passed, creating ever increasing devastation as long as the link is maintained. An unusual quirk of the weapon is that the potential power of the weapon increases in relation to the density of the target's armour, ensuring that nothing is safe from its onslaught.

This ability makes the Mercury class a superlative hunter of the heaviest armoured ships in an opponent's fleet, vessels often many times its size. As such, the class typically hunts in packs, using careful tactics and downed shields to close to lethal firing range with the foe. Such tactics make it a favourite with the youngest and brashest of Shaltari captains, individuals who have often only lived out a few lifespans and still have much to prove.

SHALTARI COBALT

HOMESHIP

45 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
COBALT	12"	3"/16"	12"	5	5+/4+	6	1-3	L2	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTION BEAMERS	3+	2	1	F	
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
GATES	1	

Famous ships of the class: *Guardian Will, Deathbringer, She Triumphant*

The Cobalt class homeship is essentially a smaller version of the more ubiquitous Emerald class mothership. Its only purpose is to physically convey Shaltari ground forces to the battlespace, from which they can be teleported to the surface via the voidgate network.

The Cobalt is a faster, lower cost alternative to the Emerald best suited to smaller scale operations. Typically, they are employed when Starchiefs do not wish to or need to put large numbers of lives at risk on the frontline. With the Shaltari, superior technology and almost clairvoyant analysis of enemy dispositions and tactics frequently win the day over sheer numbers.