

# 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.

# UCM VANCOUVER

ESCORT CARRIER

55 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
VANCOUVER	6"	4"	10"	6	4+	3	1-3	L2	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
BARRACUDA MISSILE BAYS	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	2	

**Famous ships of the class:** *Hornet, Commandment, Atoll*

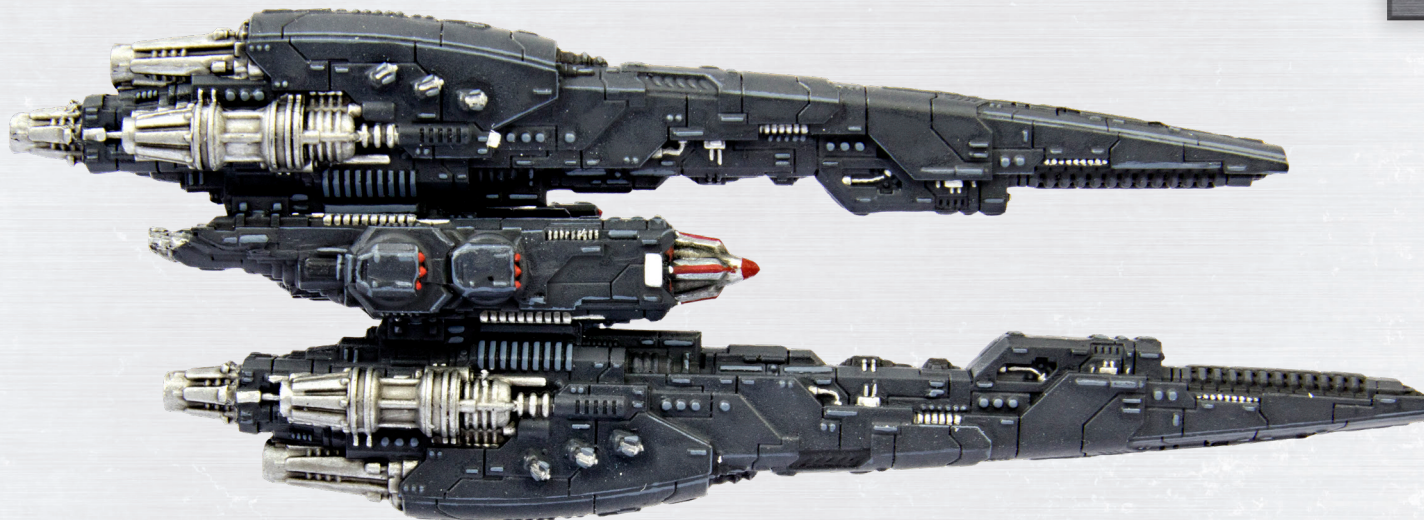
The Vancouver class emerged from the UCMF Naval Design Bureau in the late 2640s in response to the obvious need for more cost effective fighter and bomber support than the well armed Seattle class offered. The Bureau opted for a vessel of destroyer tonnage - that is, a ship larger than a frigate but smaller than a cruiser for ease of mass manufacture. As a relatively new class, its numbers are currently low but increasing as the ever growing demands and spoils of the Reconquest spur the yards into unprecedented productivity.

As a fighting ship, the Vancouver is very poorly armed in comparison with the Seattle, but offers a greater launch capacity in comparison to its cost. As such, it is best utilised in rearguard and central fleet operations, where conventional warships can protect it from enemy action. Thanks to its bomber compliment, the Vancouver is particularly dangerous to smaller vessels with poor point defence, while its fighters can lend crucial protection to other vessels.

# UCM HAVANA

DESTROYER

50 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HAVANA	6"	4"	10"	6	4+	3	2-3	L2	RARE, LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SHARK MISSILE BAYS	4+	D6+2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
TORPEDOES	1	L(1)

**Famous ships of the class:** *Mjolnir, Black Prince, Vengeance*

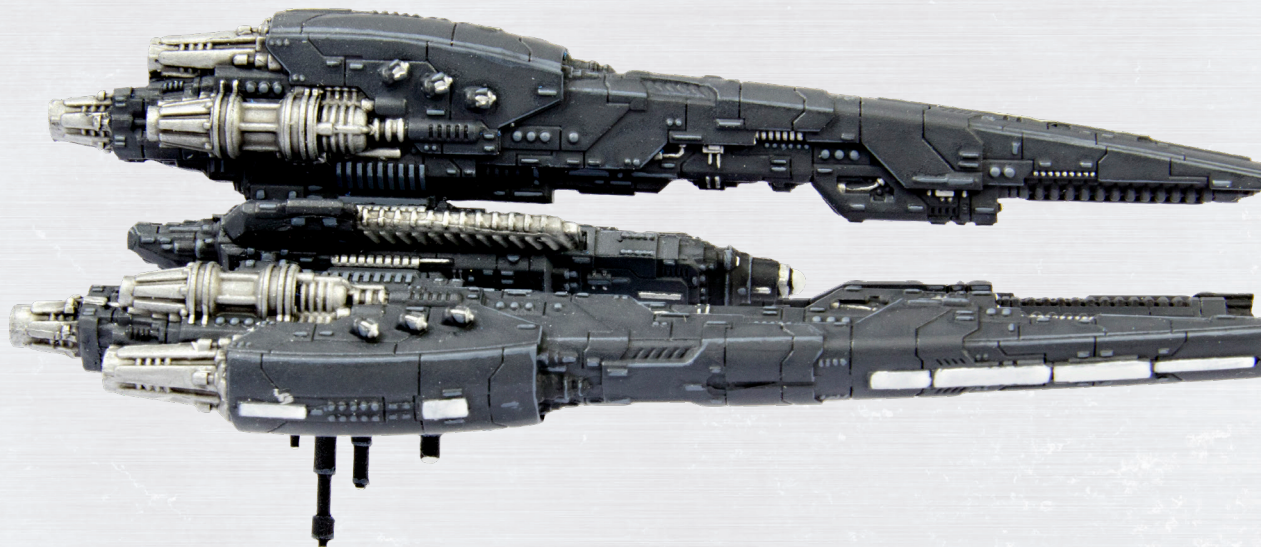
The Havana is the earliest type of destroyer currently in service with the UCMF, having first seen combat with the Shaltari in 2596. Its design stems from older and largely outmoded naval strategies revolving around the use of torpedoes as primary weapons. Since the 2620s, the Admiralty shifted away from the idea of these colossal munitions due to their very limited capacity and a tendency towards overkill. Both traits make them unreliable and expensive weapons compared to mass drivers.

As the vast naval build-up to the Reconquest gathered steam, it was deemed that torpedoes should not consume precious resources for anything other than large vessels. As such, production of the Havana more or less ceased. Those that remain (and have survived the first few years of carnage) are now highly prized assets, able to deliver stunning amounts of damage to any target, disproportionate to their size. While the Havana may be a dinosaur in the modern fleet, old school admirals greatly covet the spectacle of the swift and violent hammer blow that only a 200m long explosive can provide.

# UCM KIEV

## HEAVY DESTROYER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
KIEV	6"	4"	8"	6	3+	5	1-2	L2	

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
UF-9000 TWIN MASS DRIVER	3+	2	2	F	FUSILLADE-1, ATMOSPHERIC
BARRACUDA-S MISSILE BAYS	4+	3	1	F/S/R	CLOSE ACTION

### Famous ships of the class: *Aleksy the Great, Green Square, Wrathful*

The Kiev is an interesting vessel, in that it features a pair of super-heavy, UF-9000 series mass drivers in a fixed position. These impressive weapons are heavier gauge than those mounted in almost any other UCMF warship, save the mighty dreadnaughts. The mission role of Kiev class is to hunt and kill the most heavily armoured enemy vessels with swift brutality. They are unsubtle sledgehammers and the bane of enemy flagships. Many an enemy admiral has met their ignominious deaths at the hands of this smaller adversary since its inception in the 2640s.

These weapons are also large enough in gauge to fire new and experimental munitions featuring molecular repulsion technology. These can cut through atmosphere and reach targets normally safe from the attentions of orbiting spacecraft.

It is also an unusual ship due to its triple-hull configuration, borrowing core superstructure elements from standard UCMF destroyers, although with reinforced armour superior to that of most other light vessels. Although artificial gravity creates the comforting illusion of "up and down" as usual, the fact that other segments of the ship are oriented differently never ceases to confuse fresh crew members!