Version 2: 2E/EMP

Name: _____ Counter: _____

Circasian Gallah Transport

THE ESCALATION WARS

SPECS
Class: Hvy Combat Vsl
In Service: 1942
Point Value: 150
Ramming Factor: 100
Jump Delay: N/A

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

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

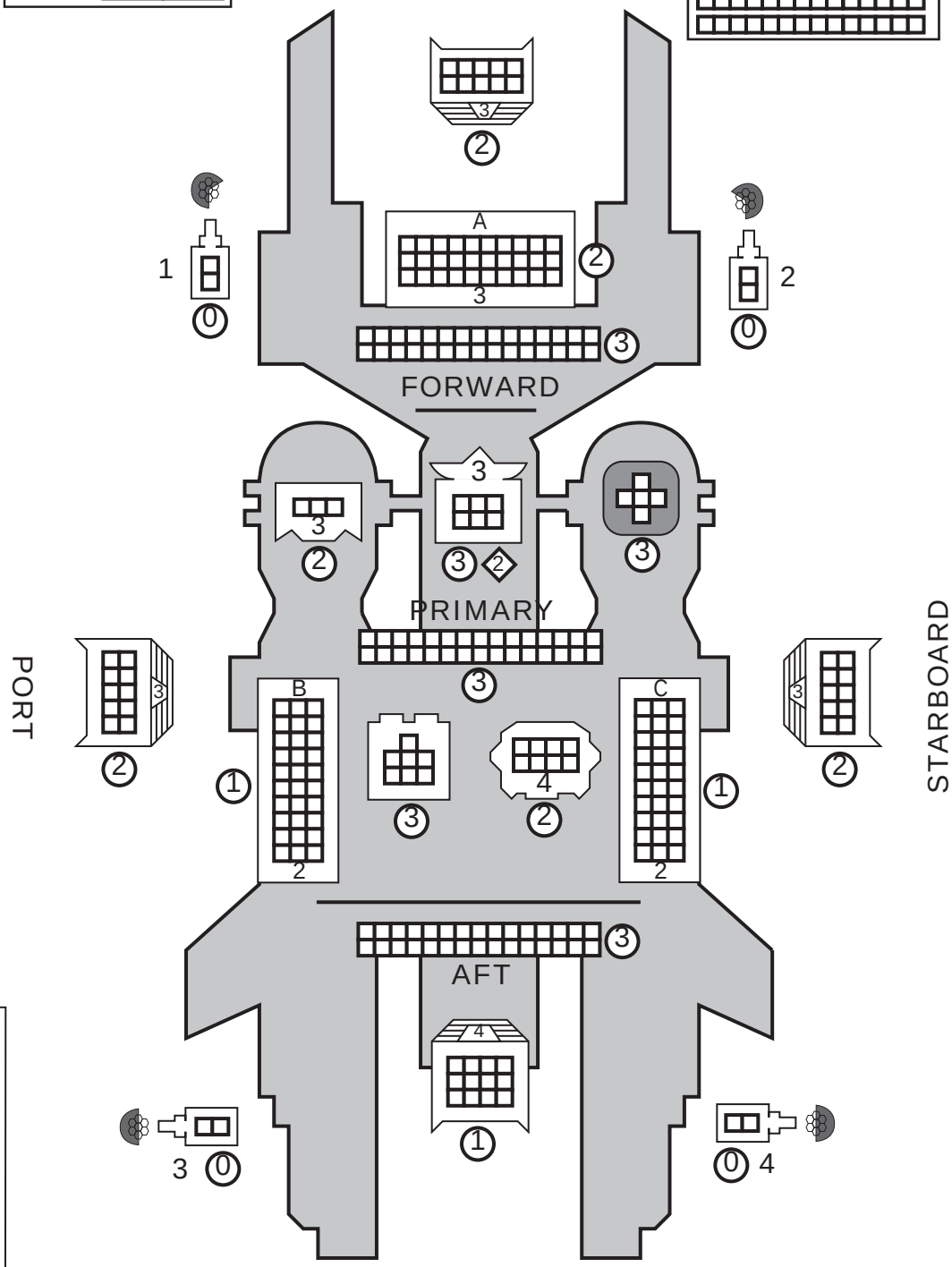
FORWARD HITS
1-3: Retro Thrust
3-5: Lt Particle Beam
6-10: Cargo A
11-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-8: Lt Particle Beam
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Structure
7-9: Port/Stb Thrust
10-13: Cargo B/C
14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
3 Cargo Shuttles:
No Weapons Thrust: 3
Armor: 1 Defense: 13/12



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Particle Beam

DESIGN BY TYREL LOHR
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