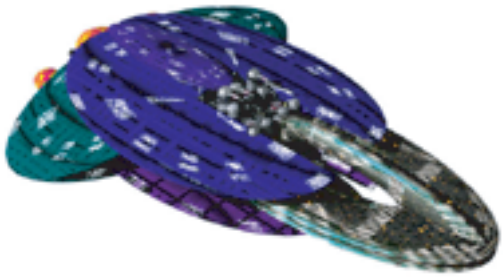


Version 1: 2E/E1

Name: _____ Counter: _____

Sshel'ath Ouxal'en Battleship

THE ESCALATION WARS

SPECS
Class: Capital Ship
In Service: 1962
Point Value: 900
Ramming Factor: 400
Jump Delay: 40 Turns

MANEUVERING
Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS
Fwd/Aft Defense: 18
Stb/Port Defense: 20
Engine Efficiency: 4/1
Power Shortage: -10
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

HANGAR
24 Light Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14

WEAPON DATA

Heavy Laser Cutter
Class: Laser
Modes: Raking (6)
Damage: 5d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Laser Cutter
Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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
4: Heavy Laser Cutter
5-6: Laser Cutter
7-8: Railgun
9-18: Forward Structure
19-20: PRIMARY Hit

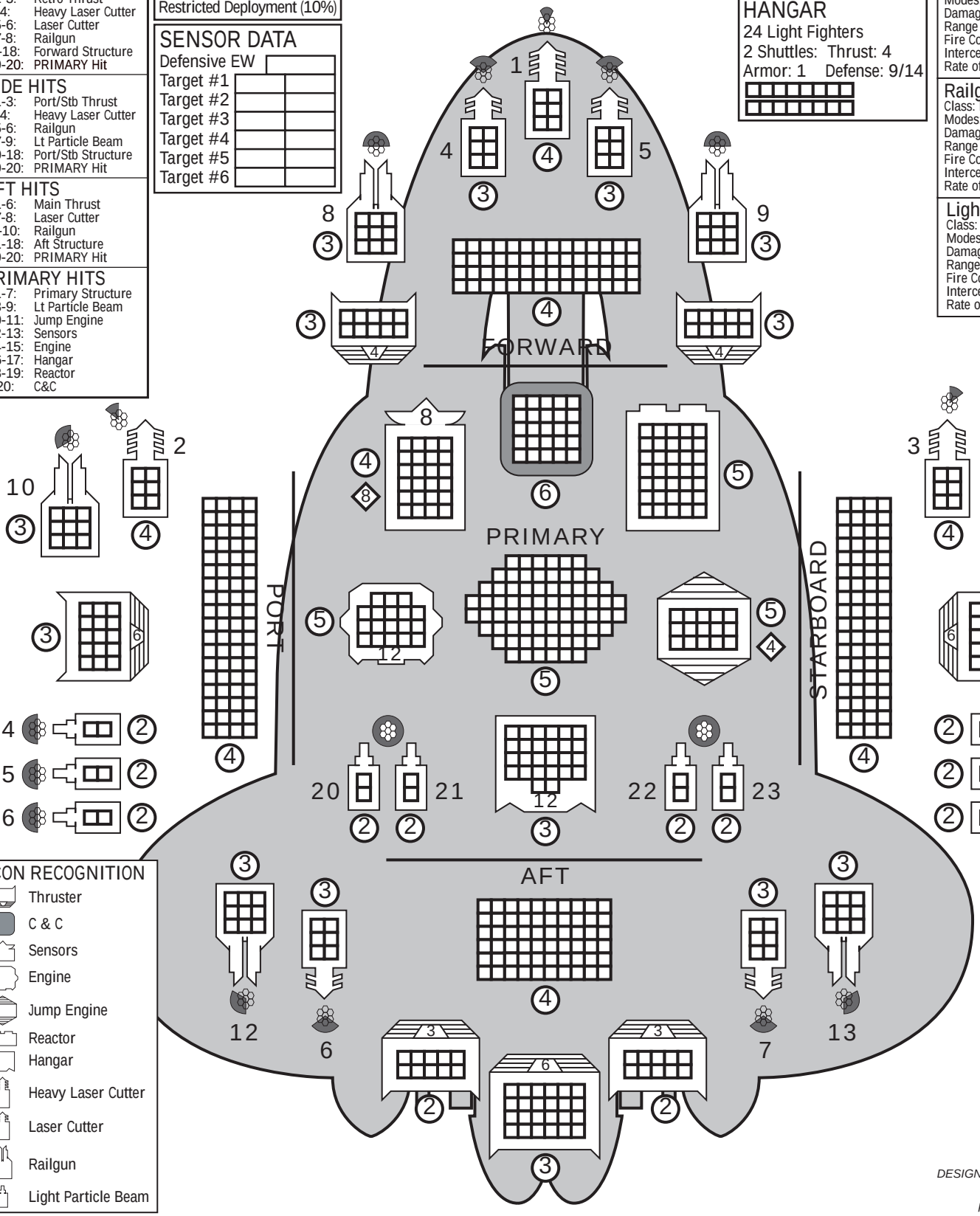
SIDE HITS
1-3: Port/Stb Thrust
4: Heavy Laser Cutter
5-6: Railgun
7-9: Lt Particle Beam
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Laser Cutter
9-10: Railgun
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-9: Lt Particle Beam
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Restricted Deployment (10%)

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
Heavy Laser Cutter
Laser Cutter
Railgun
Light Particle Beam

DESIGN BY CHARLES HAUGHT
ART BY TYREL LOHR
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