Version 1: 2E/WSS

Name: _____ Counter: _____

Lleskath Sualocin Dreadnought

THE ESCALATION WARS

SPECS
Class: Capital Ship
In Service: 1984
Point Value: 1050
Ramming Factor: 440
Jump Delay: 17 Turns

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 6+6 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS
Fwd/Aft Defense: 16
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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	2	3	5	6	8	9	11	12	14	15	17	18

HANGAR
0 Fighters
3 Shuttles: Thrust: 3
Armor: 2 Defense: 10/14

WEAPON DATA

Heavy Ion Cannon
Class: Ion
Modes: Raking
Damage: 3d10+10
Range Penalty: -1 per 5 hexes
Fire Control: +2/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Dual Ion Cannon
Class: Ion
Modes: Raking
Damage: 2d10+10
Range Penalty: -1 per 4 hexes
Fire Control: +2/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Ion Cannon
Class: Ion
Modes: Raking
Damage: 2d10+10
Range Penalty: -1 per 4 hexes
Fire Control: +2/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Dual Ion Bolter
Class: Ion
Modes: Standard
Damage: 8
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

Ionic Pulse Cannon
Class: Ion
Modes: Pulse
Damage: 12 1d5 times
Max Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-4
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-4: Retro Thrust
5-6: Heavy Ion Cannon
7-8: Dual Ion Cannon
9-12: Dual Ion Bolter
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Heavy Ion Cannon
8-9: Ion Cannon (Pulse)
10-11: Ion Cannon
12-18: Port/Stb Structure
19-20: PRIMARY Hit

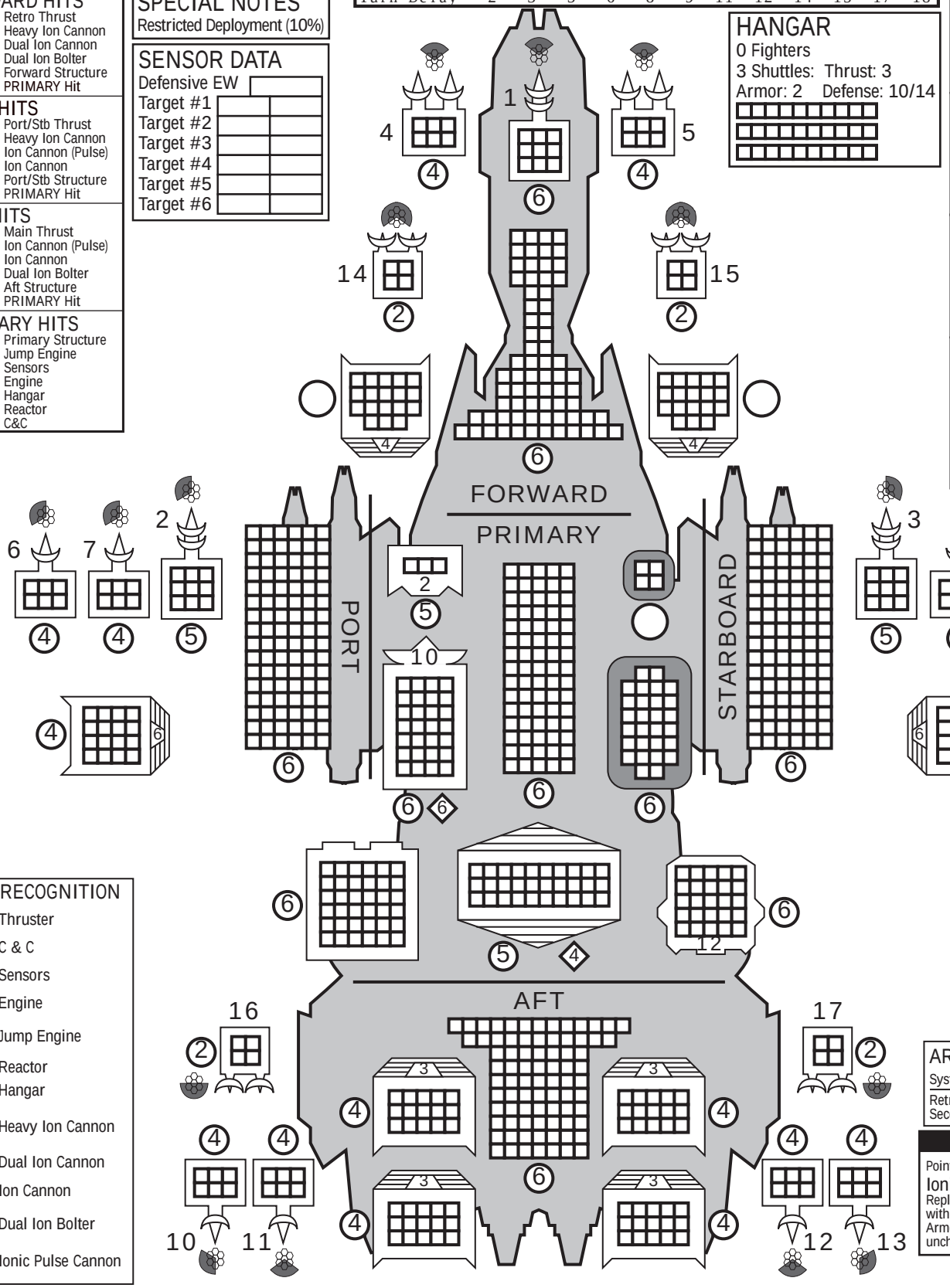
AFT HITS
1-6: Main Thrust
7-8: Ion Cannon (Pulse)
9-10: Ion Cannon
11-12: Dual Ion Bolter
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-10: Jump Engine
11-12: Sensors
13-15: Engine
16: Hangar
17-19: 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 Ion Cannon
- Dual Ion Cannon
- Ion Cannon
- Dual Ion Bolter
- Ionic Pulse Cannon

ARMOR REFIT

System	1984	1997
Retro Thrust	4	5
Secondary C&C	6	8

1997 Refit
Point Value: 1300

Ionic Pulse Cannons
Replace Ion Cannons 7, 8, 10 and 13 with Ionic Pulse Cannons.
Armor and firing arcs remain unchanged.

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