

# Sshel'ath Ouxal'en Battleship

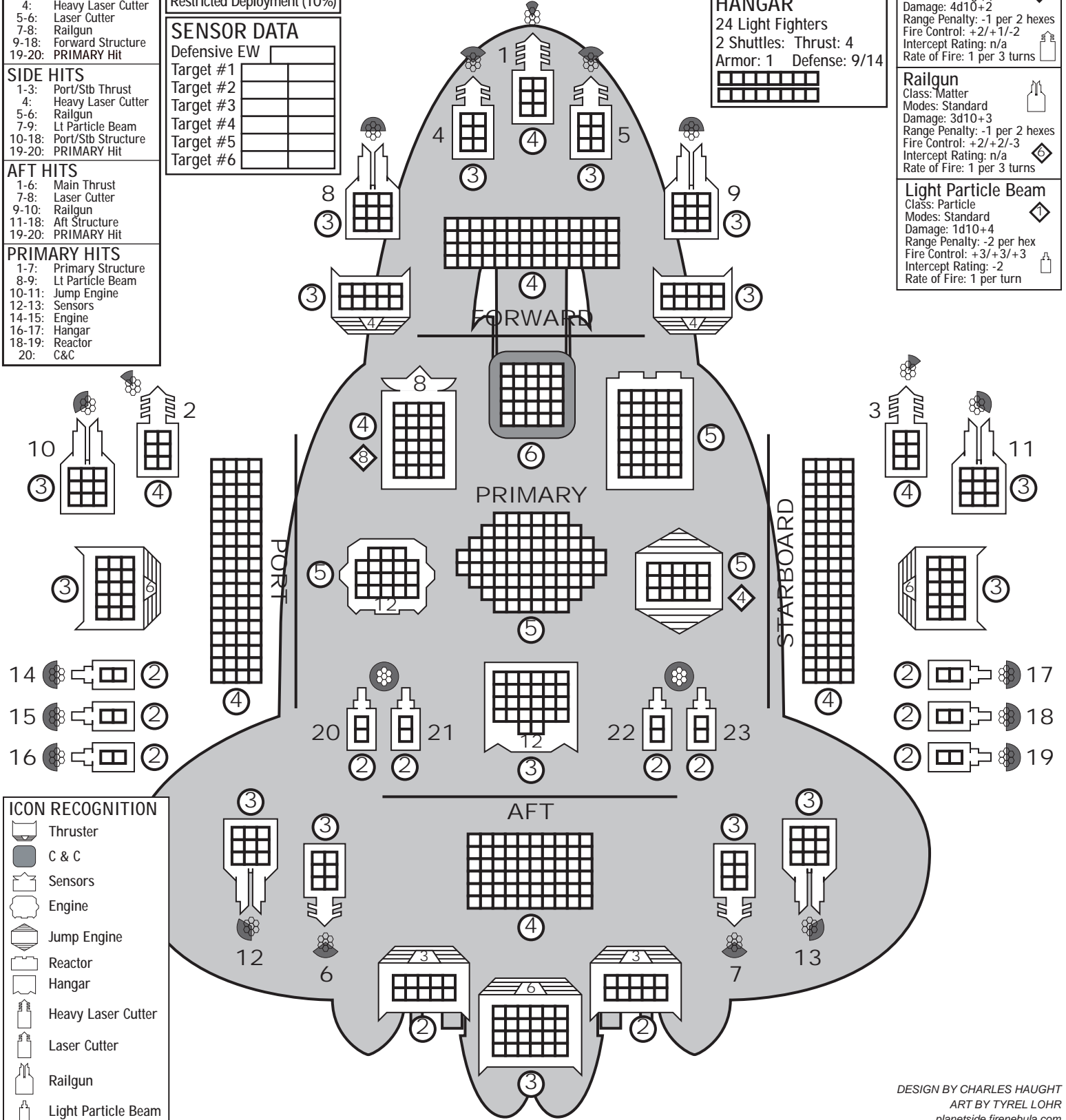
<b>SPECS</b> Class: Capital Ship In Service: 1962 Point Value: 900 Ramming Factor: 400 Jump Delay: 40 Turns	<b>MANEUVERING</b> Turn Cost: 3/2 Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 3+3 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 18 Stb/Port Defense: 20 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	

<b>WEAPON DATA</b> <b>Heavy Laser Cutter</b> 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
<b>Laser Cutter</b> 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
<b>Railgun</b> 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
<b>Light Particle Beam</b> 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

<b>FORWARD HITS</b> 1-3: Retro Thrust 4: Heavy Laser Cutter 5-6: Laser Cutter 7-8: Railgun 9-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 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
<b>AFT HITS</b> 1-6: Main Thrust 7-8: Laser Cutter 9-10: Railgun 11-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 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

<b>SPECIAL NOTES</b> Restricted Deployment (10%)
<b>SENSOR DATA</b> Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

<b>HANGAR</b> 24 Light Fighters 2 Shuttles: Thrust: 4 Armor: 1 Defense: 9/14
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<b>ICON RECOGNITION</b>
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Heavy Laser Cutter
Laser Cutter
Railgun
Light Particle Beam