



Ship Datacard

Battlehex

SHIP NAME:

ID:

SQUADRON:

CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4
SENSOR: 9
AVAIL: Common

RACE: Ipsha
CLASS: Battlehex
CATEGORY: HCV
YEAR IN SERVICE: 2200
Jump Drive: No
POINT VALUE: 390

NOTES:

MG Reactor Level 6

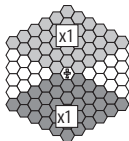
EM Hardening

Singularity Drive

Version 1.0

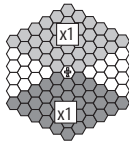
Class: Electromagnetic
Range: 8/16/24/32
Fire Control: d12/d12/d4
Damage: 5d10+1
Max Shots/Turn: 1 (=4)

Surge Cannon (5 Cannon)



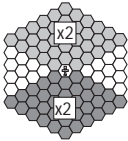
Class: Electromagnetic
Range: 6/12/18/24
Fire Control: d12/d12/d6
Damage: 4d10
Max Shots/Turn: 1 (=3)

Surge Cannon (4 Cannon)



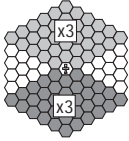
Class: Electromagnetic
Range: 4/8/12/16
Fire Control: d12/d12/d8
Damage: 3d10
Max Shots/Turn: 1 (=3)

Surge Cannon (3 Cannon)



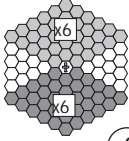
Class: Electromagnetic
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: 2d10
Max Shots/Turn: 2 (=2)

Surge Cannon (2 Cannon)



Class: Electromagnetic
Range: 1/2/3/4
Fire Control: d10/d10/d10
Damage: d10
Max Shots/Turn: 3 (=1)

Surge Cannon (1 Cannon)



x6

STRUCTURAL DATA

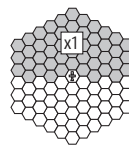
RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Surge Cannon																														
Resonance Generator																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
COME ABOUT																								
HARD TURN																								
COURSE CORRECT																								
TURN																								
MAX ACCEL																								
MAX DECEL																								

Resonance Generator

Class: Electromagnetic
Range: 2/4/6/8
Fire Control: d10/d10/---
Damage: 5d10/3d10/3d10/---
Versus (Cap/HCV/Med/Ftr)
Max Shots/Turn: 1



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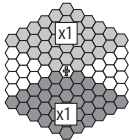
EM Hardening

Singularity Drive

Version 1.0

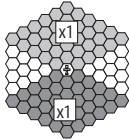
Class: Electromagnetic
Range: 8/16/24/32
Fire Control: d12/d12/d4
Damage: 5d10+1
Max Shots/Turn: 1 (=4)

Surge Cannon (5 Cannon)



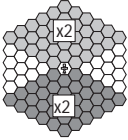
Class: Electromagnetic
Range: 6/12/18/24
Fire Control: d12/d12/d6
Damage: 4d10
Max Shots/Turn: 1 (=3)

Surge Cannon (4 Cannon)



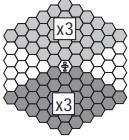
Class: Electromagnetic
Range: 4/8/12/16
Fire Control: d12/d12/d8
Damage: 3d10
Max Shots/Turn: 1 (=3)

Surge Cannon (3 Cannon)



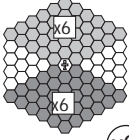
Class: Electromagnetic
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: 2d10
Max Shots/Turn: 2 (=2)

Surge Cannon (2 Cannon)



Class: Electromagnetic
Range: 1/2/3/4
Fire Control: d10/d10/d10
Damage: d10
Max Shots/Turn: 3 (=1)

Surge Cannon (1 Cannon)



x6

STRUCTURAL DATA

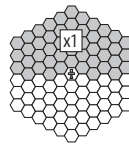
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Resonance Generator

Class: Electromagnetic
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Fire Control: d10/d10/---
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Max Shots/Turn: 1



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