

Version 2: 2E/SF2

Name: _____

Counter: _____



Balosian Thosalsi Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2223
Point Value: 550
Ramming Factor: 240
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Def: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
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	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

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

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

- 1-2: Retro Thrust
- 3-8: Std Particle Beam
- 9-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-2: Port/Stb Thrust
- 3-4: Port/Stb Retro Thrust
- 5-6: Std Particle Beam
- 7-8: Ion Cannon
- 9-11: Port/Stb Hangar
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-9: Std Particle Beam
- 10-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Struct
- 10-12: Sensors
- 13-15: Engine
- 16-17: Primary 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

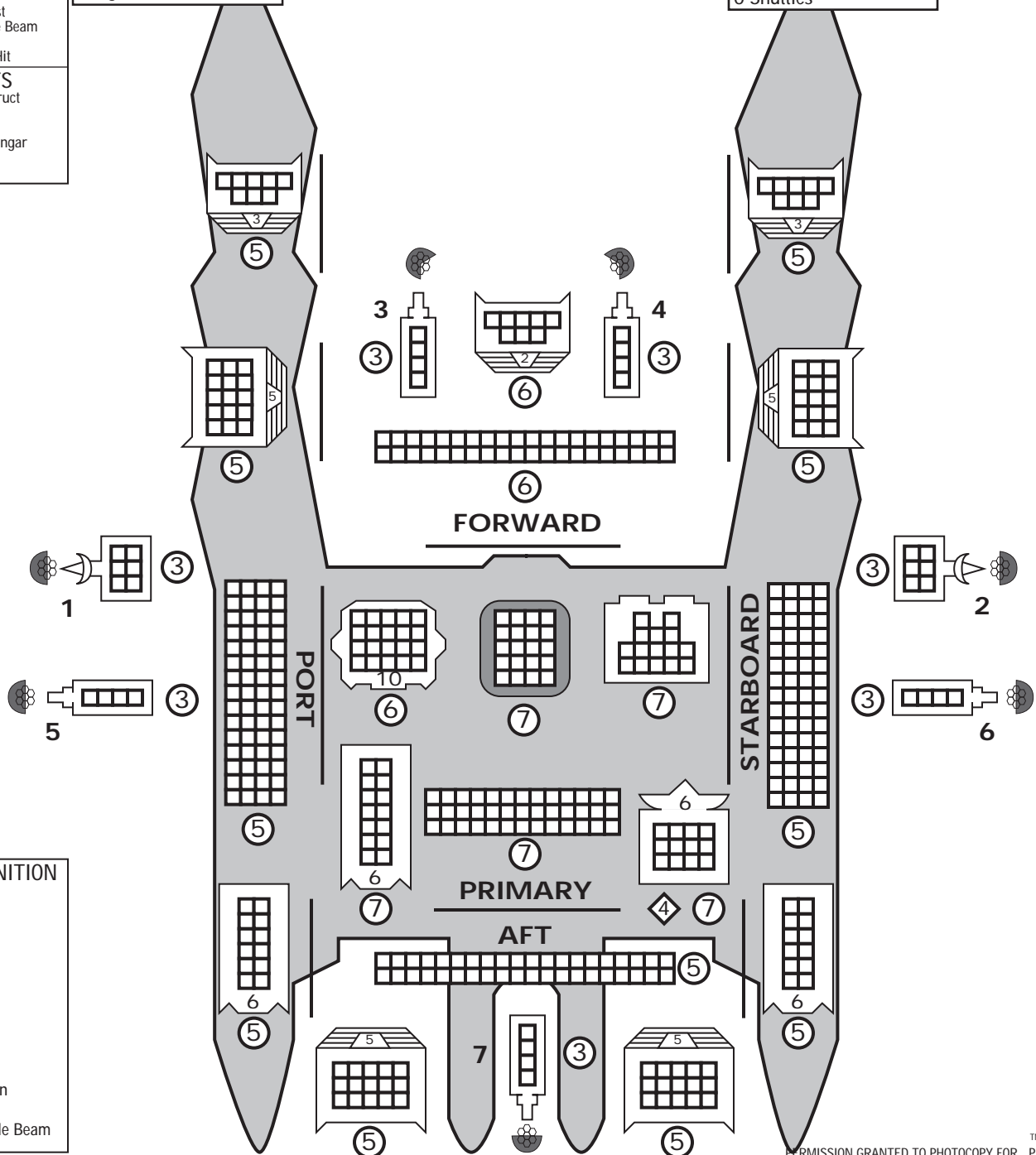
Target #6

MAIN HANGAR

12 Medium Fighters
2 Shuttles: Thrust: 3
Armor: 2 Defense: 9/9

SIDE HANGARS

12 Med. Fighters Each
0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ion Cannon
- Std Particle Beam