

Balosian Seffensa Attack Cruiser

SPECS

Class: Capital Ship
In Service: 2223
Point Value: 625
Ramming Factor: 250
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Def: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

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

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 2 Defense: 9/9

WEAPON DATA

Assault Laser

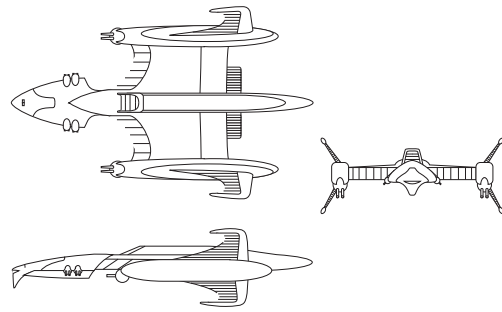
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

1-3: Retro Thrust
4-5: Assault Laser
6-9: Std Particle Beam
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-6: Assault Laser
7-9: Ion Cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

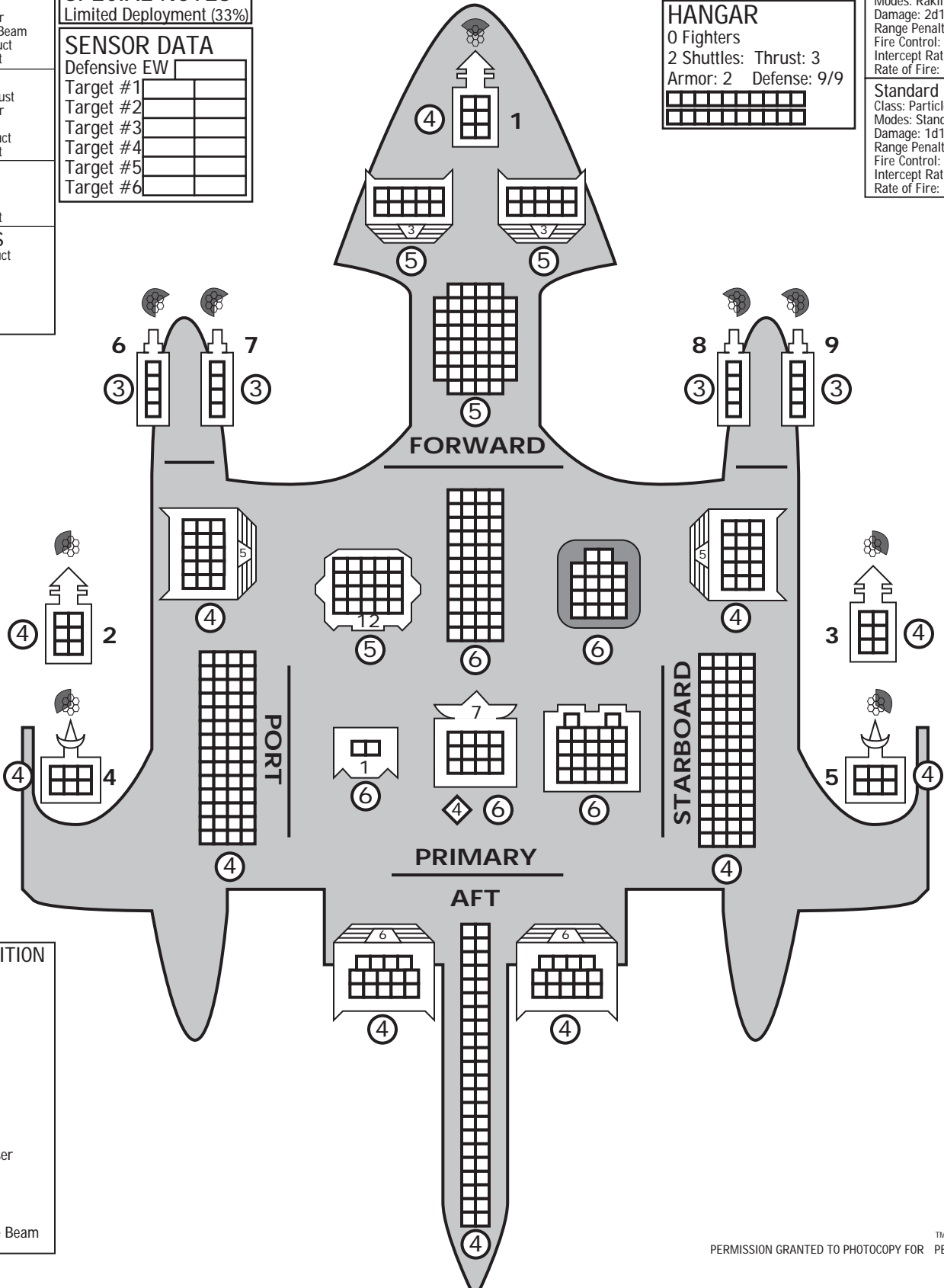
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

