

Version 2: 2E/SF2

Name: _____ Counter: _____



Balosian Essusu Patrol Boat

SPECS

Class: Medium Ship
In Service: 2228
Point Value: 300
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10

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

1-6: Retro Thrust
7-8: Ion Cannon
9-12: Std Particle Beam
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Std Particle Beam
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

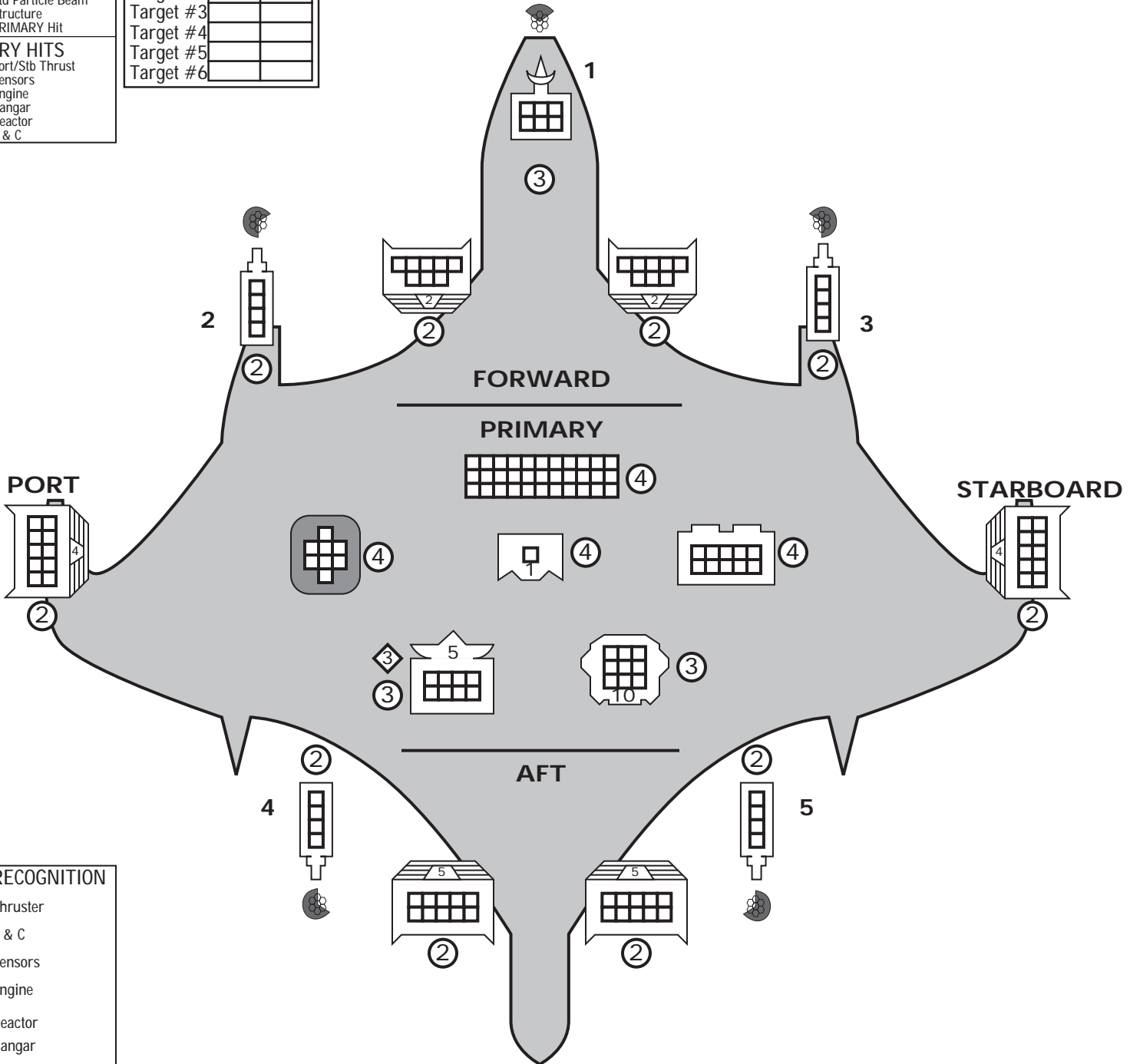
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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