

Balosian Athasa Scout

SPECS

Class: Hvy Combat Vsl
In Service: 2218
Point Value: 600
Ramming Factor: 200
Jump Delay: 36 Turns

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 Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

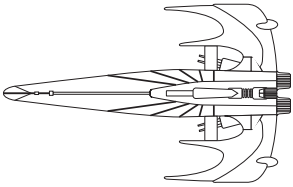
HANGAR

6 Medium Fighters
1 Shuttle: Thrust: 3
Armor: 2 Defense: 9/9

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

1-4: Retro Thrust
5-6: Ion Cannon
7-9: Std Particle Beam
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Jump Drive
7-8: Std Particle Beam
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-9: Port/Sib Thrust
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

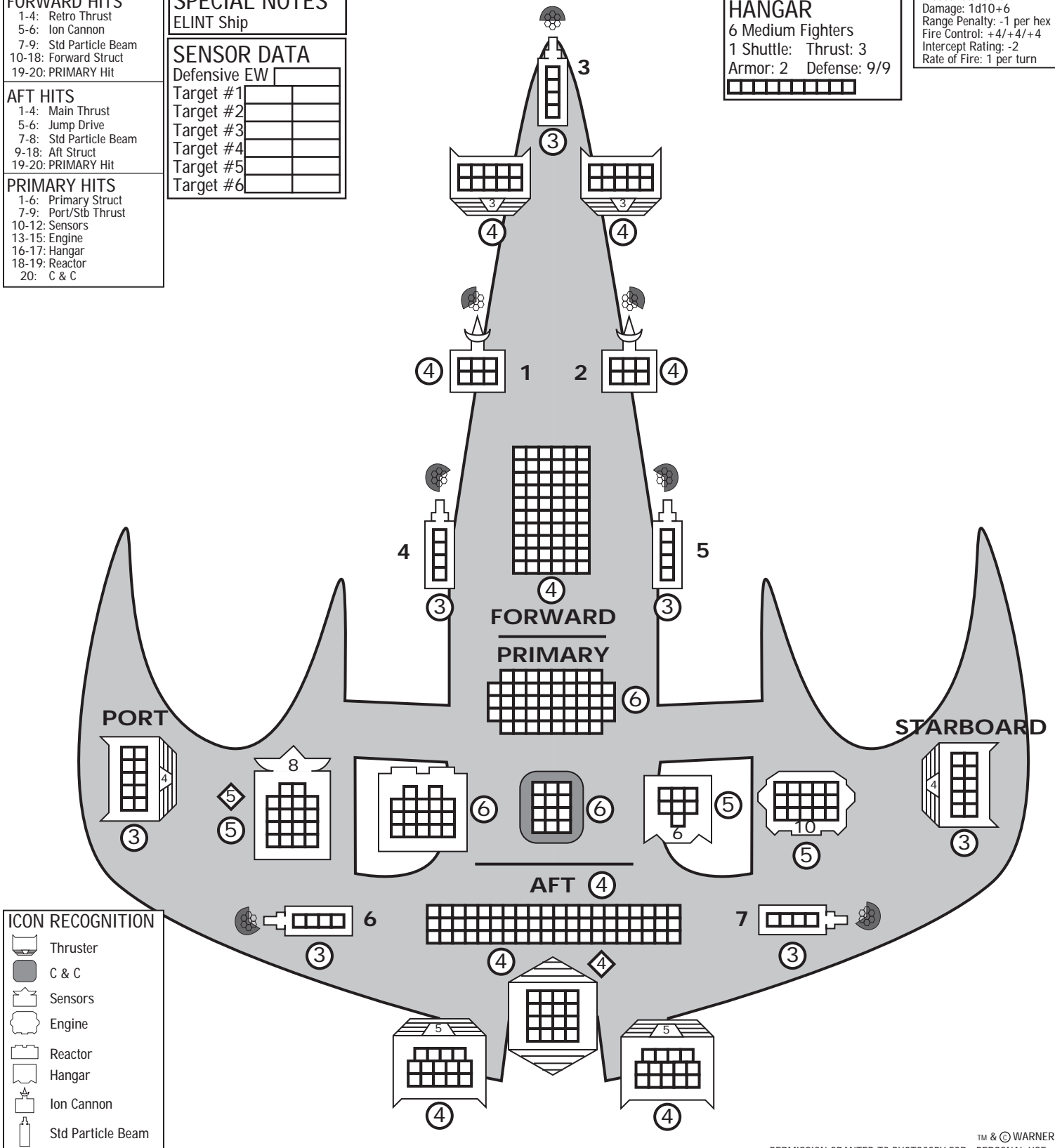
SPECIAL NOTES

ELINT 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
-  Ion Cannon
-  Std Particle Beam