

Seffensa Variant (Uncommon)
Common after 2271

Name: _____ Counter: _____



Balosian Seffensa Adv. Cruiser

SPECS

Class: Capital Ship
In Service: 2269
Point Value: 775
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 |

WEAPON DATA

Adv. Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Imp. Ion Cannon

Class: Ion
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +3/+3/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Advanced Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+8
Range Penalty: -2 per 3 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

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

SIDE HITS

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

AFT HITS

1-7: Main Thrust
8-10: Adv. Particle Beam
11-18: 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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

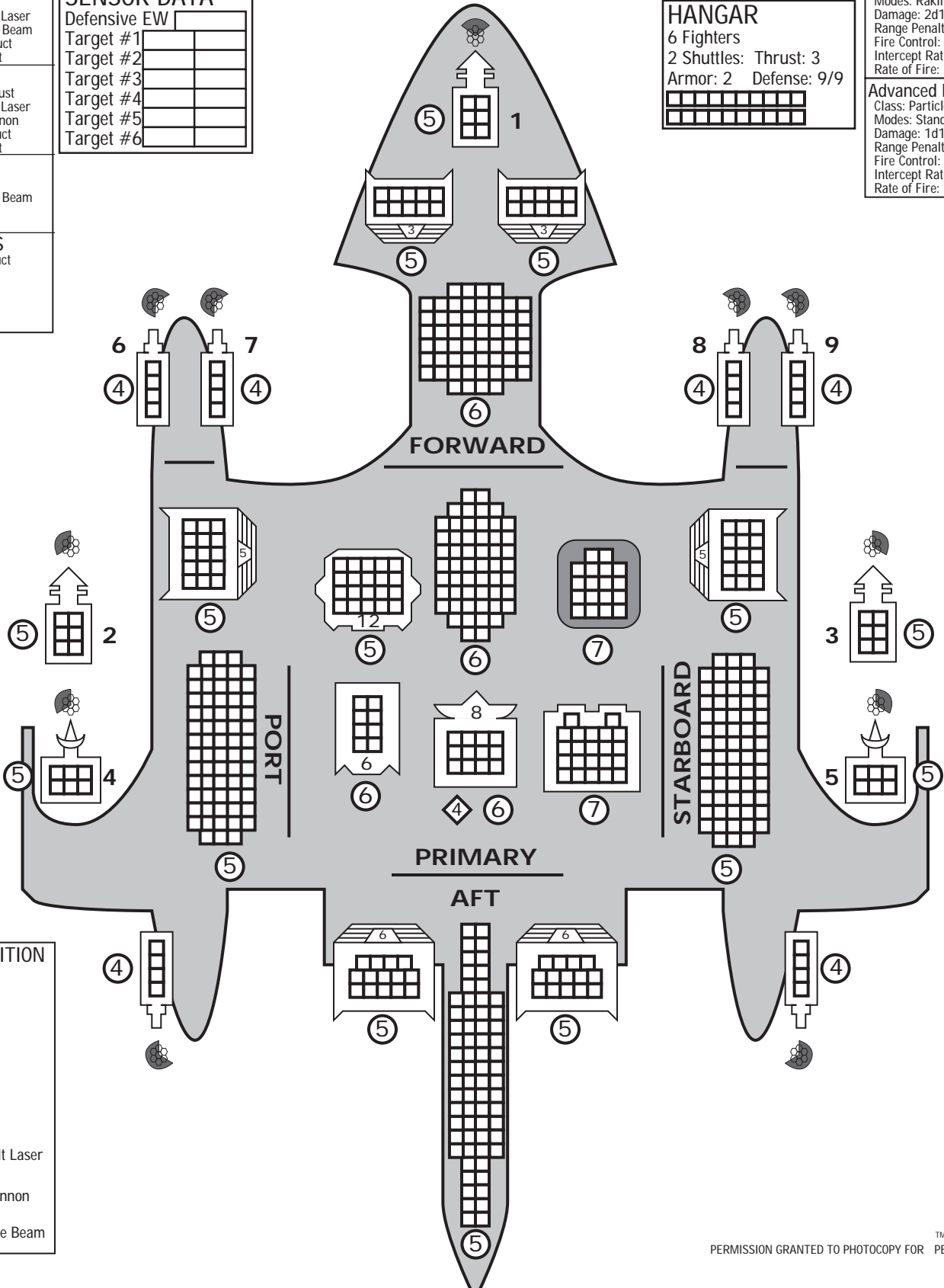
Target #6

HANGAR

6 Fighters

2 Shuttles: Thrust: 3

Armor: 2 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Adv. Assault Laser
- Imp. Ion Cannon
- Adv. Particle Beam