

Balosian Saxcuss Medium Carrier

SPECS

Class: Hvy Combat Vsl
In Service: 2237
Point Value: 410
Ramming Value: 160
Jump Delay: N/A

MANEUVERING

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

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

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Med Plasma Cannon
8-9: Forward Hangar
10-12: Particle Weapon
13-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Particle Projector
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Port/Stb Thrust
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

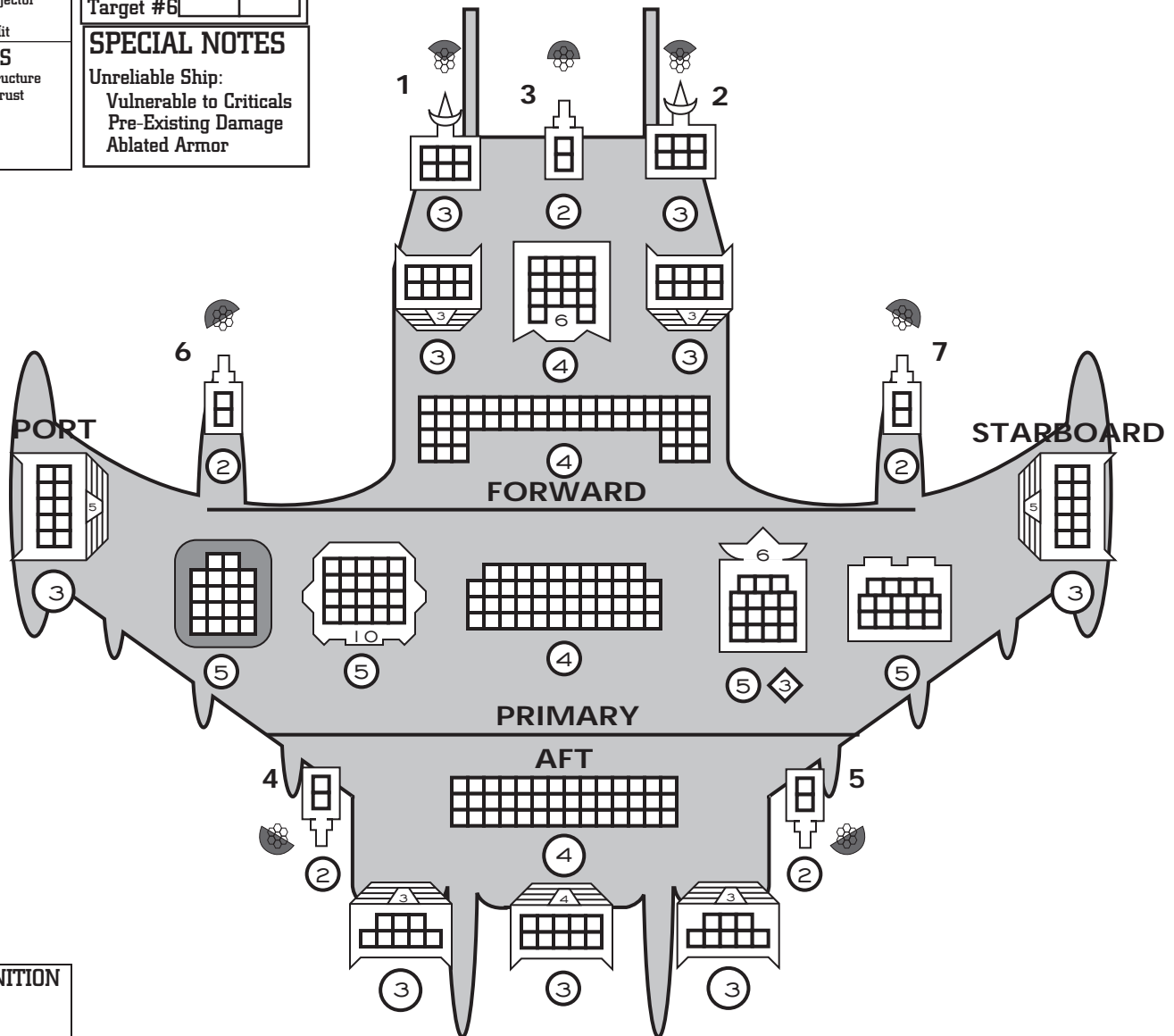
Unreliable Ship:
Vulnerable to Criticals
Pre-Existing Damage
Ablated Armor

HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 0 Defense: 10/11



ICON RECOGNITION

