

# Balosian Brahassa Cruiser

## SPECS

Class: Capital Ship  
In Service: 2249  
Point Value: 750  
Ramming Factor: 240  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

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

## 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

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	3	4	5	6	7	8	9	10	11	12

## FORWARD HITS

1-4: Retro Thrust  
5-7: Std Particle Beam  
8-10: Ion Cannon  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Std Particle Beam  
8-10: Ion Cannon  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Std Particle Beam  
10-11: Ion Cannon  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
10-11: Sensors  
12-14: Engine  
15-17: Hangars  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

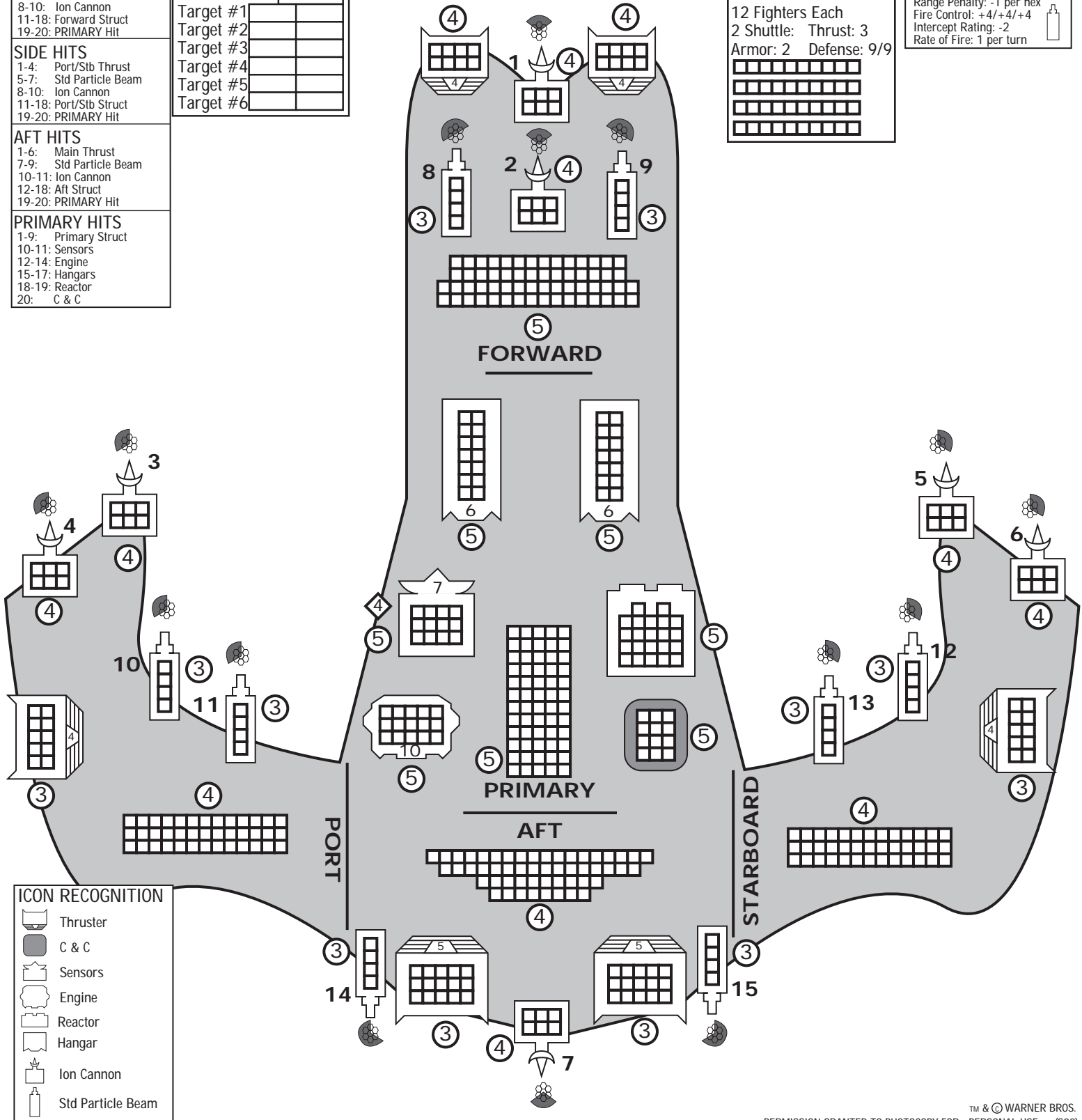
Target #4

Target #5

Target #6

## HANGARS

12 Fighters Each  
2 Shuttle: Thrust: 3  
Armor: 2 Defense: 9/9



## ICON RECOGNITION

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