

# Balosian Sabarus Warcruiser

## SPECS

Class: Capital Ship  
In Service: 2238  
Point Value: 590  
Ramming Value: 220  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 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: 15  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +1

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

## HANGAR

0 Fighters  
2 Shuttles Thrust: 3  
Armor: 0 Defense: 10/11



## FORWARD HITS

1-5: Retro Thrust  
6-7: Ion Cannon/torpedo  
8-10: Imp. Laser/Ion Cannon  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Ion cannon/torpedo  
7-10: Particle Weapon  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-12: Jump Drive  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-13: Sensors  
14-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

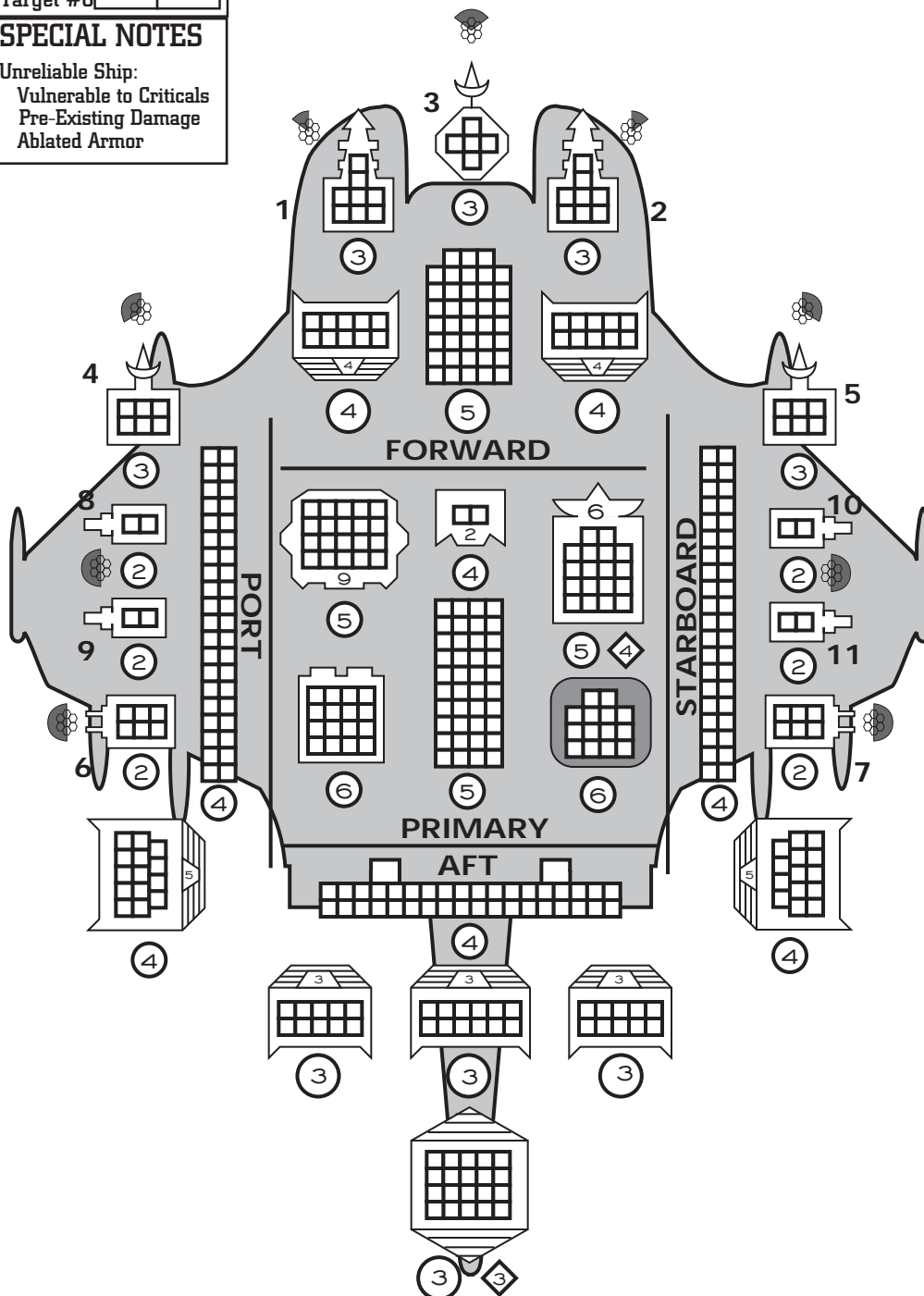
Target #4

Target #5

Target #6

## SPECIAL NOTES

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



## WEAPON DATA

### Imperial Laser

Class: Laser  
Modes: Raking  
Damage: 4d10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### 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

### Ion Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 15  
Range Penalty: None  
Max Range: 50 hexes  
Fire Control: +3/+1/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Particle Projector Mk7

Class: Particle  
Modes: Standard  
Damage: 1d10+7  
Range Penalty: -2 per 3 hex  
Fire Control: +3/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

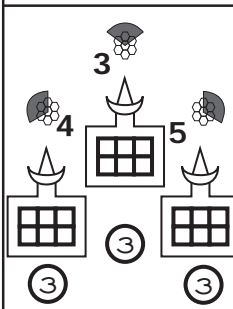
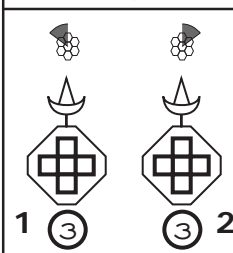
### Lt Particle Beam

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

## 2247 Refit

Point Value: 650

- Replace Imperial Lasers 1 and 2 with Ion Torpedo 1 and 2
- Replace Weapon 3, 4 and 5 with Ion cannon 3, 4 and 5.



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Ion Torpedo
- Ion Cannon
- Particle Projector
- Lt Particle Beam