

# Balosian Resha Patrol Frigate

## SPECS

Class: Medium Ship  
In Service: 2241  
Point Value: 325  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 13  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +12

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

## 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

1-3: Retro Thrust  
4-7: Ion Cannon  
8-10: Std Particle Beam  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

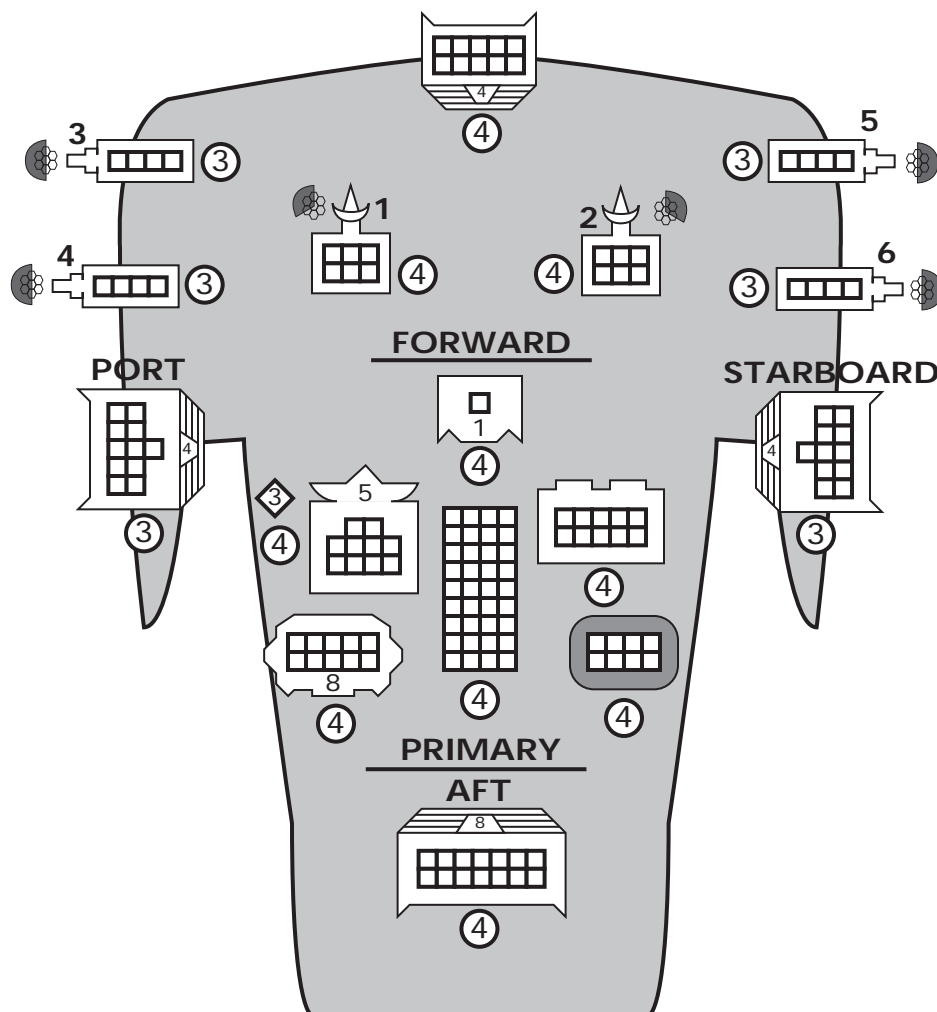
Agile Ship  
Atmospheric Capable

## SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## HANGAR

1 Shuttle: Thrust: 3  
Armor: 2 Defense: 9/9



## ICON RECOGNITION

