

Balosian Fessa Warship

SPECS

Class: Medium Ship
In Service: 2239
Point Value: 275
Ramming Factor: 55
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -2

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

1-4: Retro Thrust
5-7: Std Particle Beam
8-9: C & C
10-11: Ion Cannon
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-9: Std Particle Beam
10-15: Structure
16-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17-18: Hangar
19-20: Reactor

SENSOR DATA

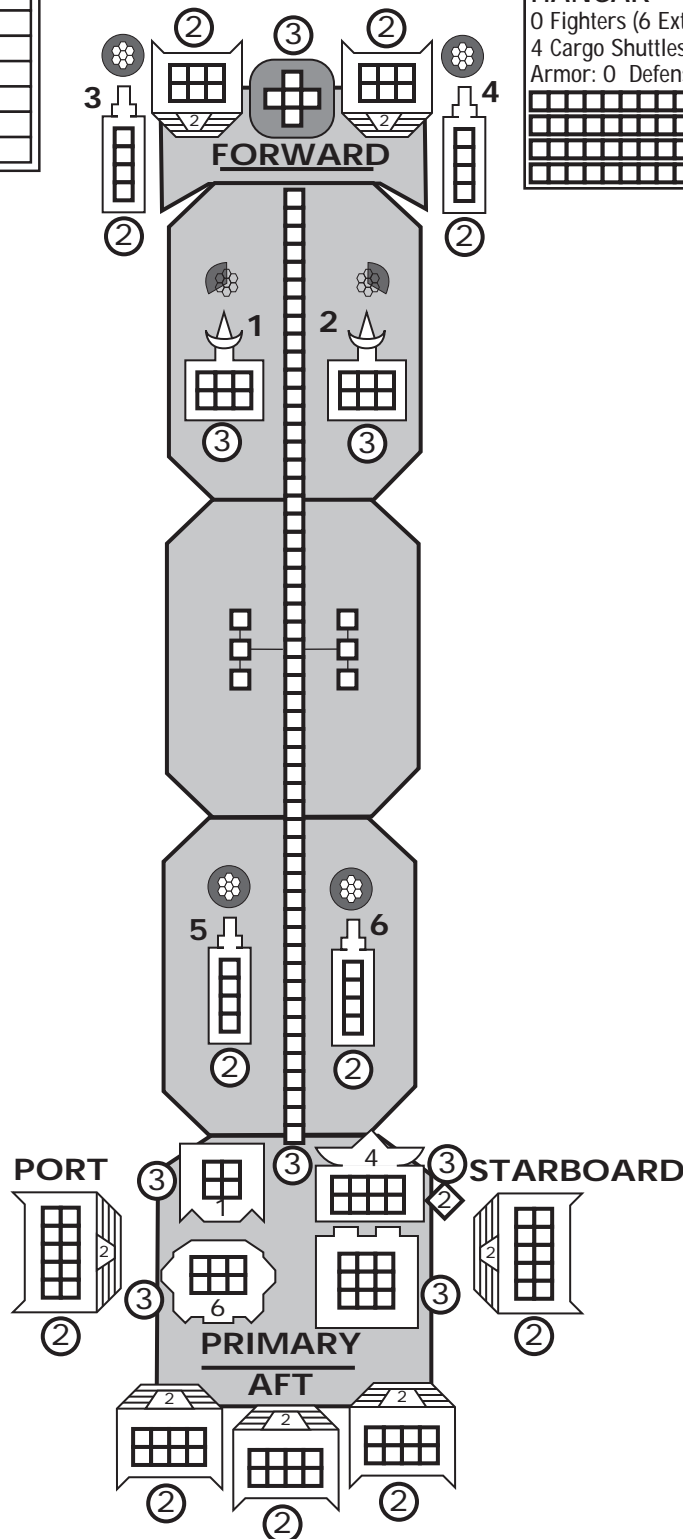
Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #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	3	4	5	6	7	8	9	10	11	12

HANGAR

0 Fighters (6 External)
4 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ion Cannon
- Std Particle Beam
- Ext. Fighter Rail