

Balosian Varja Destroyer (Clan Blood Claw)

SPECS

Class: Hvy Combat Vsl
In Service: 2236
Point Value: 425
Ramming Value: 100
Jump Delay: N/A

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	2	2	3	3	4	4	5	5	6	6

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +8

SPECIAL NOTES

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

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

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

SIDE HITS

1-5: Port/Stb Thrust
6-8: Std Particle Beam
9-10: Ion Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Ion Cannon
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

HANGAR

0 Fighters
1 Shuttles Thrust: 4
Armor: 0 Defense: 9/10



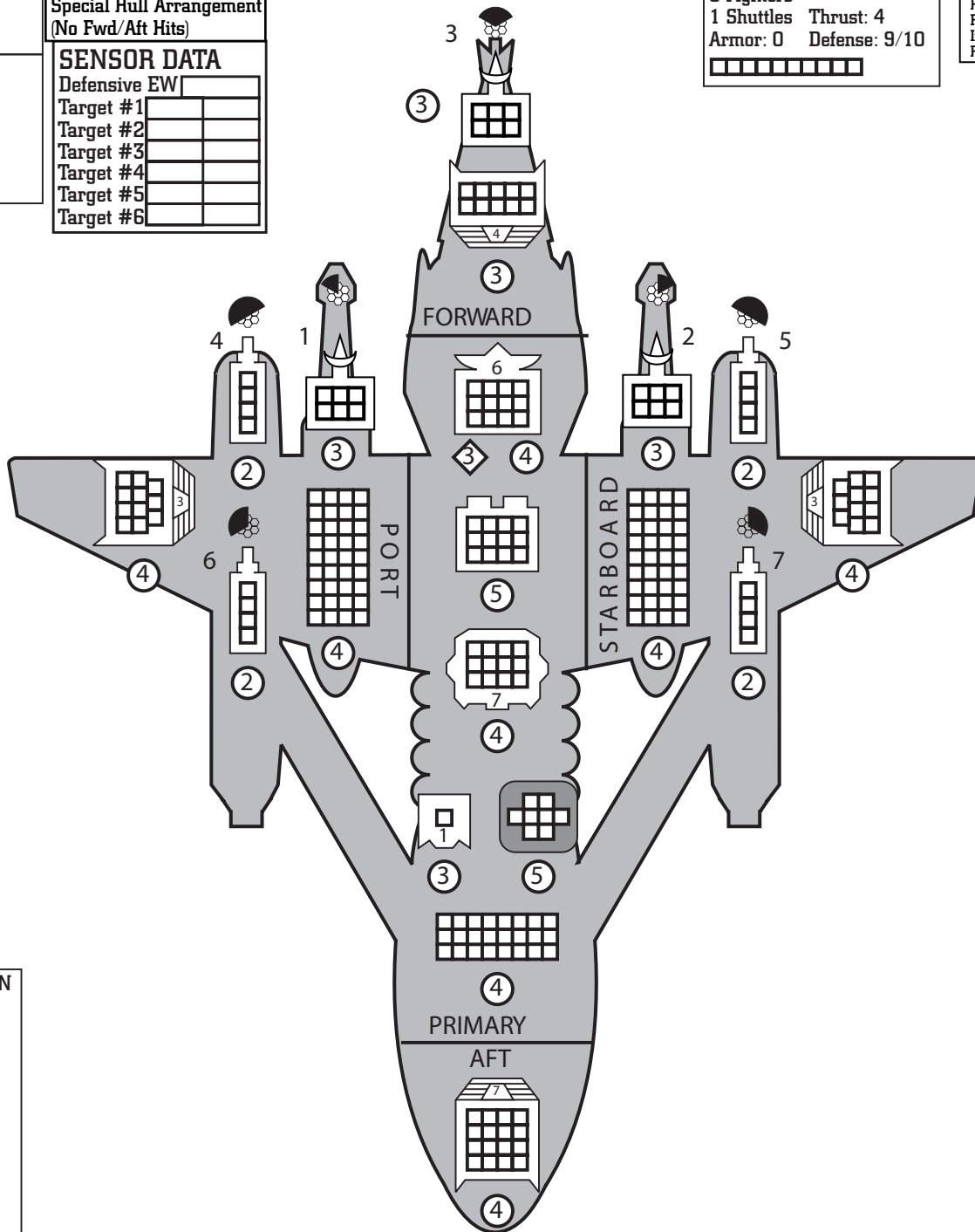
WEAPON DATA

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



ICON RECOGNITION

