

# Balosian Moesar Outpost

## SPECS

Class: Capital Base  
In Service: 2253  
Point Value: 625  
Ramming Factor: 300  
Jump Delay: N/A

## MANEUVERING

Turn Cost: N/A  
Turn Delay: N/A  
Accel/Decel Cost: N/A  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: N/A

## 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

## SECTION HITS

1-6: Ion Cannon  
7-9: Std Particle Beam  
10-18: Section Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
10-11: Std Particle Bm 21/22  
12-13: Sensors  
14-16: Hangar  
17-19: Reactor  
20: C & C

Note: Prongs are considered part of both adjacent sections.

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

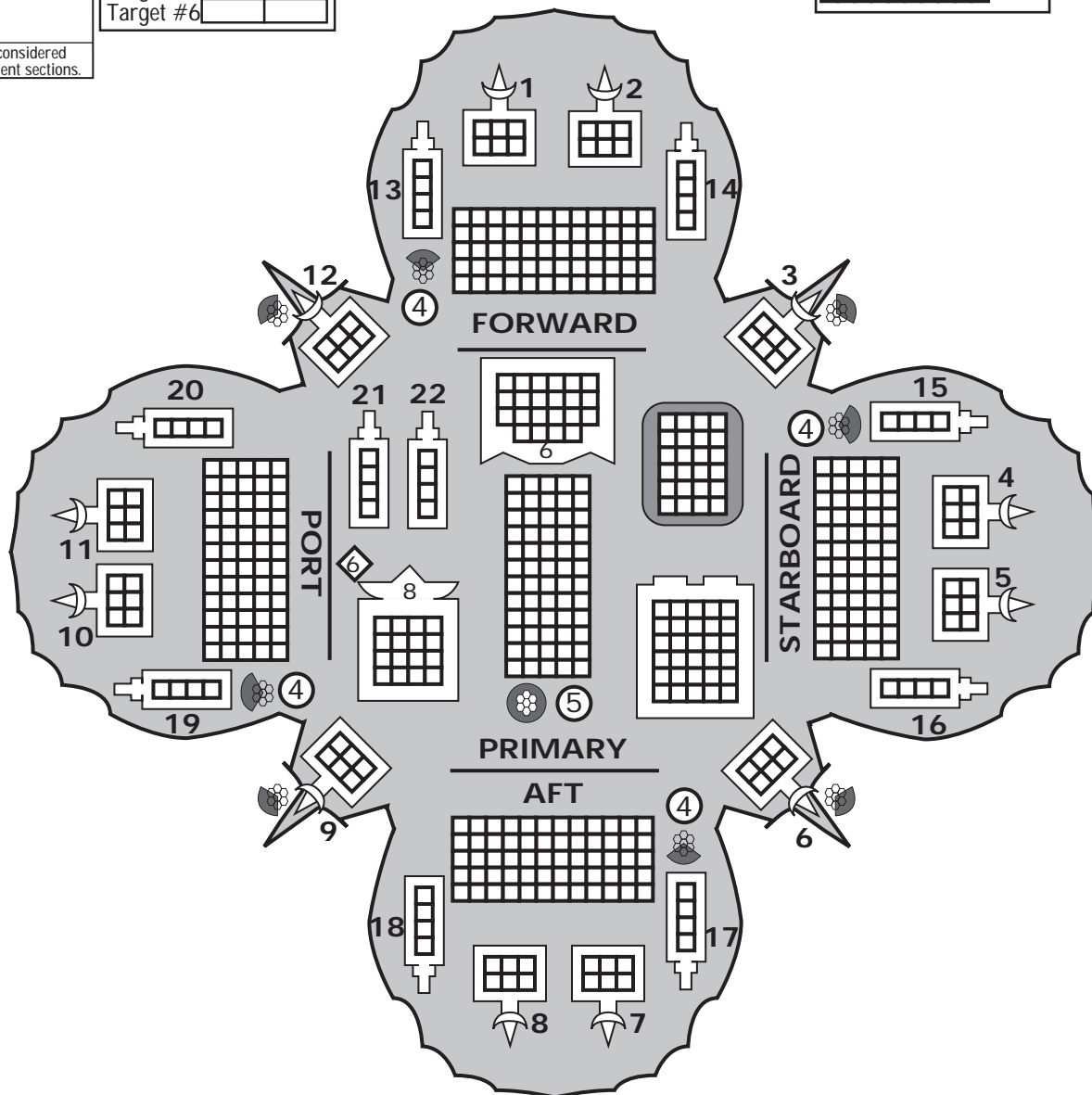
Target #6

## HANGAR

18 Fighters

4 Shuttles: Thrust: 3

Armor: 2 Defense: 9/9



## ICON RECOGNITION

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