

# Balosian Heavy cruiser

## SPECS

Class: Capital Ship  
In Service: 1999  
Point Value: 525  
Ramming Value: 160  
Jump Delay: 38 Turns

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

## MANEUVERING

Turn Cost: 2/3 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: +2  
Initiative Bonus: +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

## FORWARD HITS

1-5: Retro Thrust  
6-8: Part Cannon/Hvy Plasma  
9: Std Particle Beam  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Std Particle Beam  
8-9: Repeater Gun/Hvy Plasma  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Main Thrust  
11-12: Sensors  
13-14: Jump Engine  
15-16: Engine  
17-18: Hangar  
19: Reactor  
20: C & C

## SPECIAL NOTES

Limited Deployment (33%)  
Special Hull Arrangement  
(No Aft Hits or Structure)

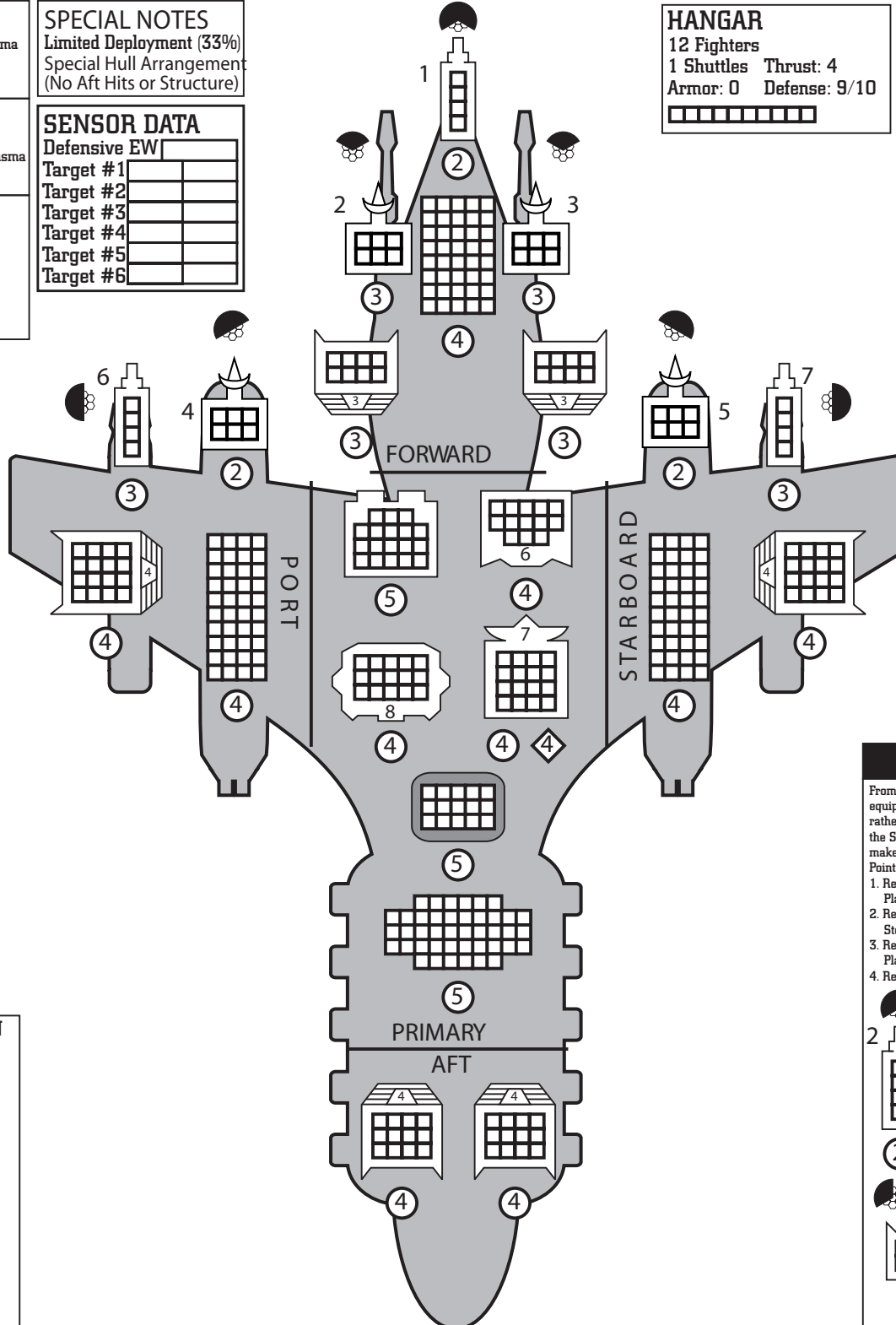
## SENSOR DATA

### Defensive EW

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

## HANGAR

12 Fighters  
1 Shuttles Thrust: 4  
Armor: 0 Defense: 9/10  
[Progress Bar]



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Cannon
- Std Particle Beam
- Repeater Gun

## Early Peregrine

From 1938 - 1998, the Peregrine was equipped with plasma based heavy weapons rather than particle weapons as shown on the SCS. For scenarios played before 1999 make the following changes.

Point Value: 475

1. Replace Std Particle Beam 1 with a Hvy Plasma Cannon 1.
2. Replace Particle Cannons 2 and 3 with Std Particle Beams 2 and 3.
3. Replace Repeater Guns 4 and 5 with Hvy Plasma Cannons 4 and 5.
4. Reduce the Sensor Rating from 7 to 6.

