





Balosian Erlassan Scout

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 13					
In Service: 2248		Turn Delay: 2/3 Speed						Stb/Port Defense: 15					
Point Value: 500		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 160		Pivot Cost: 2+2 Thrust						Extra Power: +0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						Initiative Bonus: +6					
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	

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

1-5: Retro Thrust
6-9: Ion Cannon
10-11: Std Particle Beam
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-11: Std Particle Beam
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-11: Port/Stb Thrust
12-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

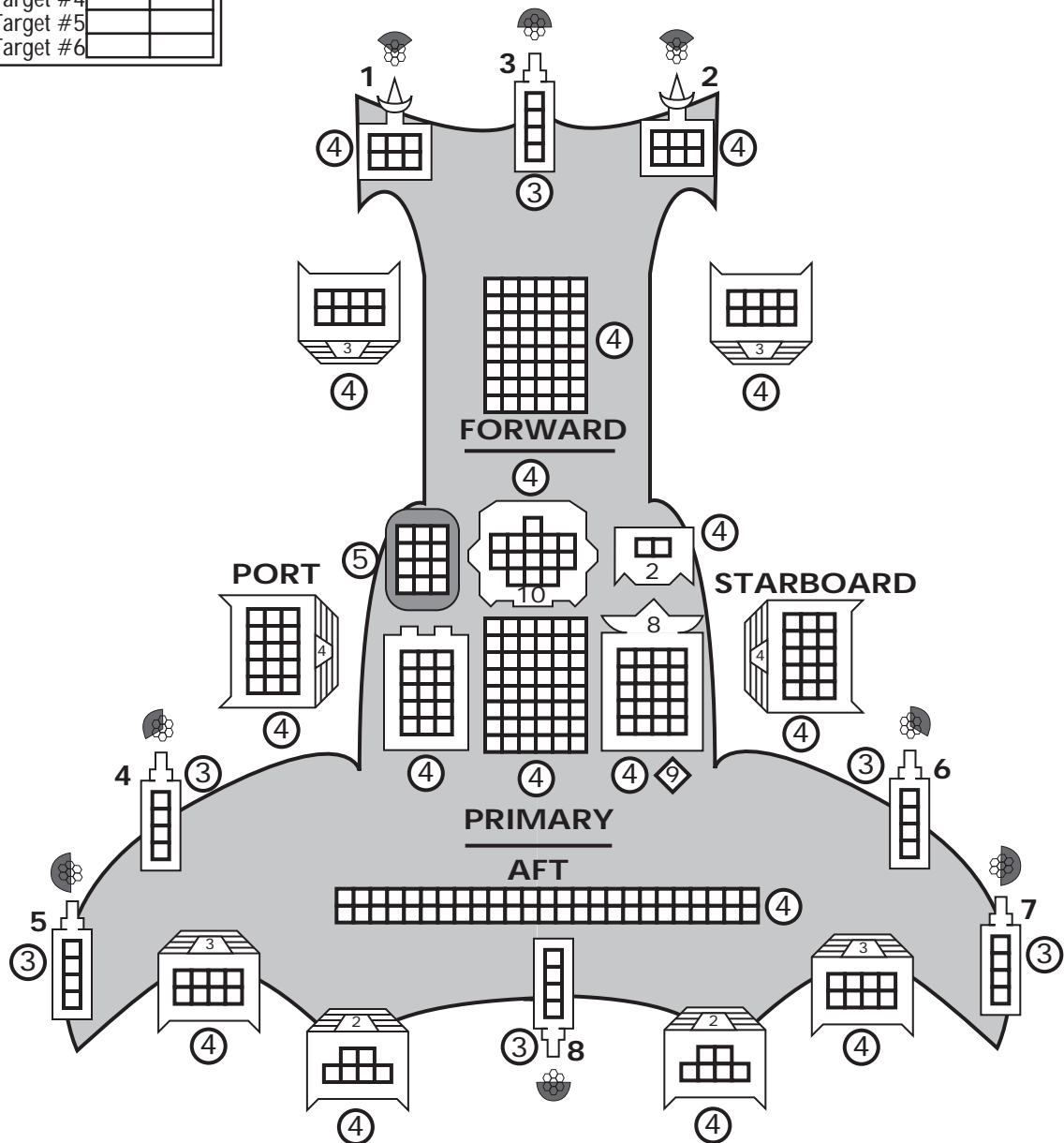
Limited Deployment (33%)
ELINT Ship

SENSOR DATA

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

HANGAR

2 Shuttles: Thrust: 3
Armor: 2 Defense: 9/9



ICON RECOGNITION

