

Balosian Favis Jump Ship

SPECS

Class: Hvy Combat Vsl
In Service: 2240
Point Value: 425
Ramming Value: 150
Jump Delay: 25 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +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	2	3	4	4	5	6	6	7	8	8

HANGAR

6 Fighters
1 Shuttle: Thrust: 3
Armor: 0 Defense: 10/11
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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

Particle Projector Mk7

Class: Particle
Modes: Standard
Damage: 1d10+7
Range Penalty: -2 per 3 hex
Fire Control: +3/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Tactical/Assault Laser
8-9: Particle Weapon
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Tactical/Assault Laser
7-8: Particle Weapon
9: Jump Drive
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

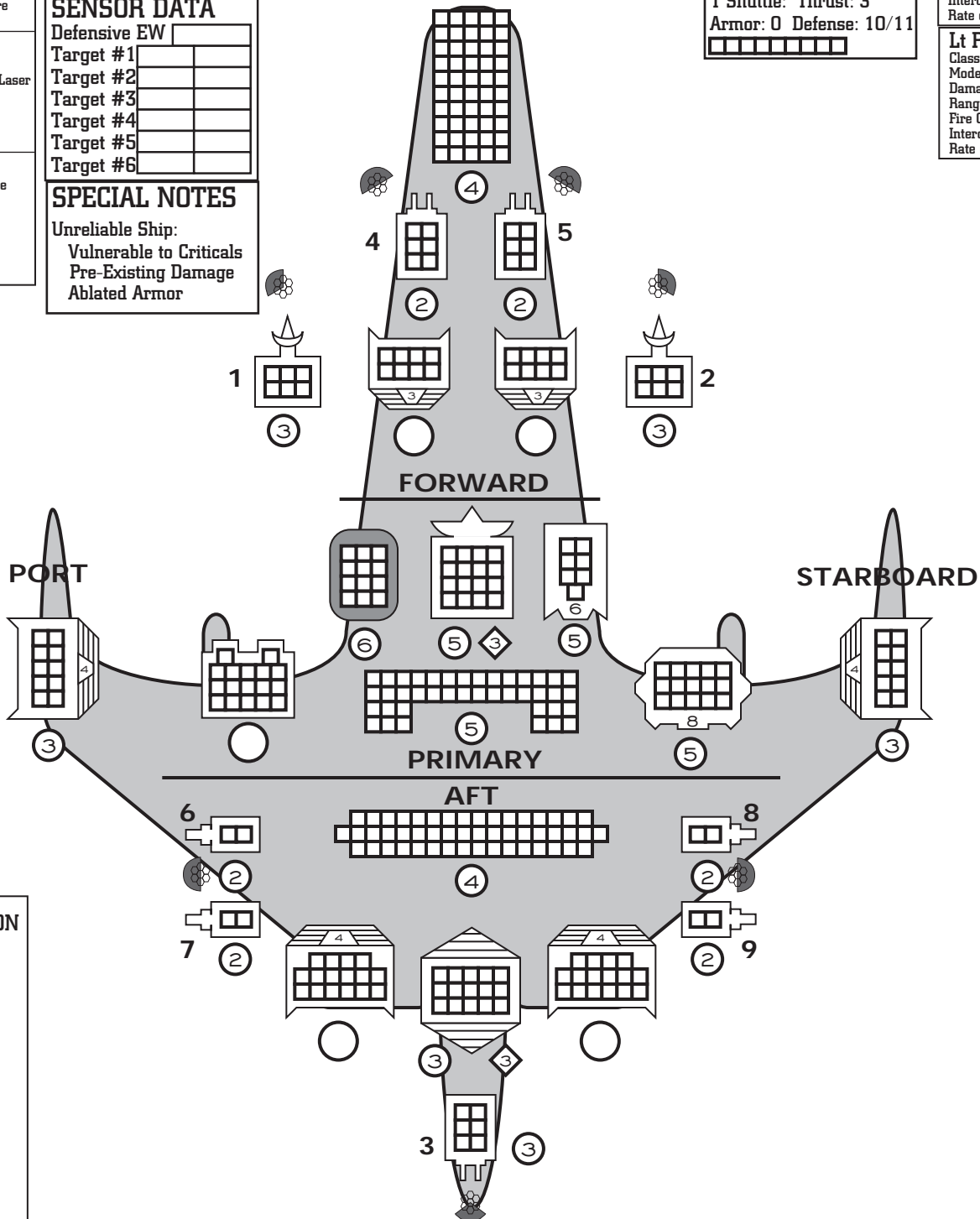
Limited Deployment (33%)

SENSOR DATA

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

SPECIAL NOTES

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ion Cannon
- Particle Projector
- Lt Particle Beam