

Balciron Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Balsavor Gunship

SPECS

Class: Hvy Combat Vsl
In Service: 1985
Point Value: 430
Ramming Value: 165
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +7

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

Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
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

1-6: Retro Thrust
7-10: Tactical Laser
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Lt Particle Beam
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

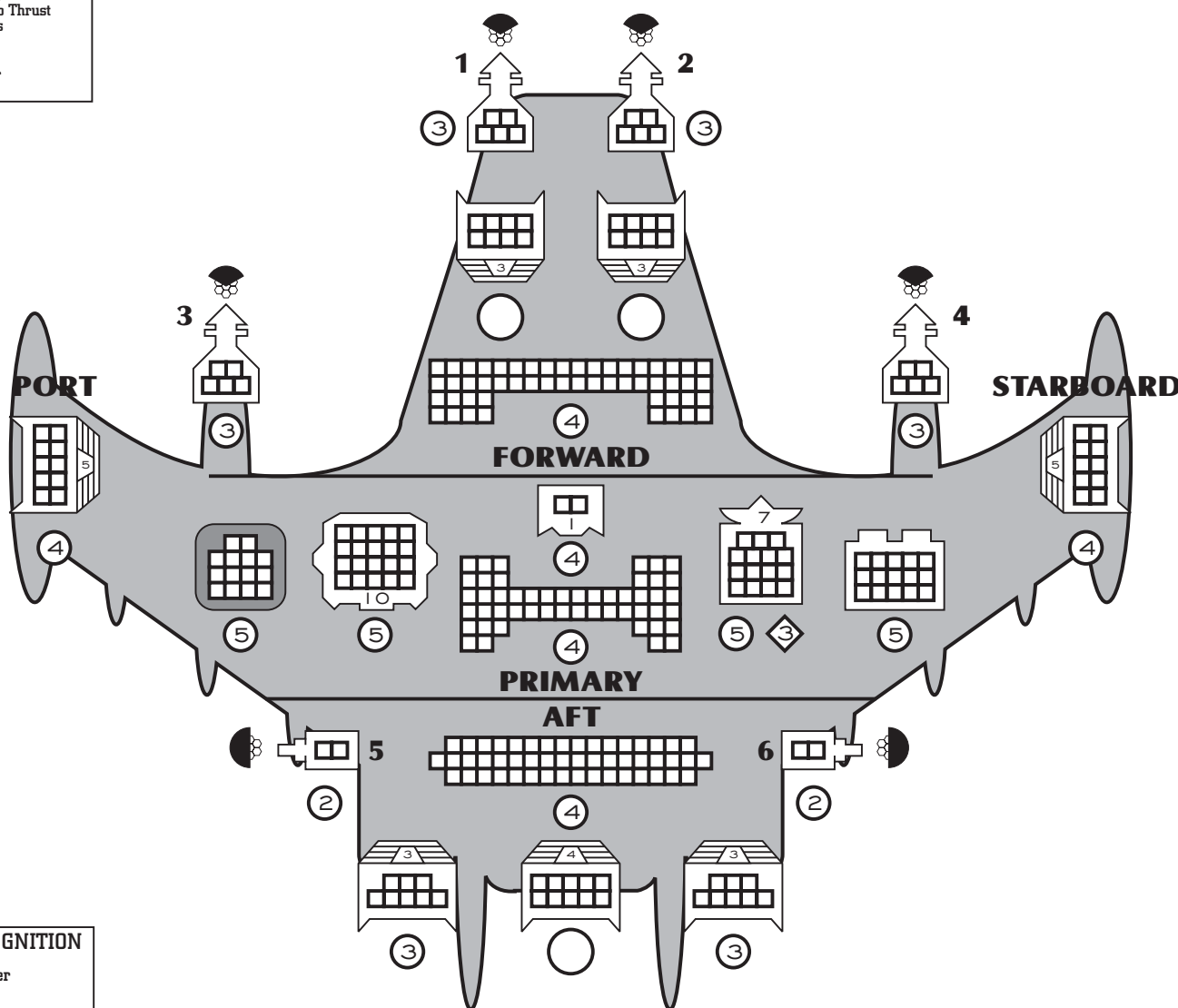
0 Fighters

2 Shuttles Thrust: 3

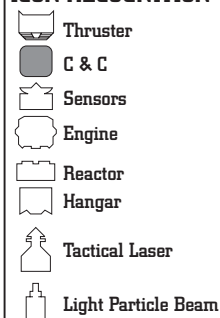
Armor: 0 Defense: 10/11

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ICON RECOGNITION



2005 Refit

Point Value: 435

ARMOR REFIT

System	1985	2005
Retro Thrust	3	4
Center Main Thrust	3	4