



Hurr Borocono Support ship

SPECS

Class: Capital Ship
In Service: 2256
Point Value: 525
Ramming Factor: 260
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Plasma Stream
Class: Plasma
Modes: Raking (5)
Damage: 3d10+4 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

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

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-8: Plasma Stream
9-11: Missile Rack
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-10: Std Particle Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Missile Rack
9-13: Engine
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

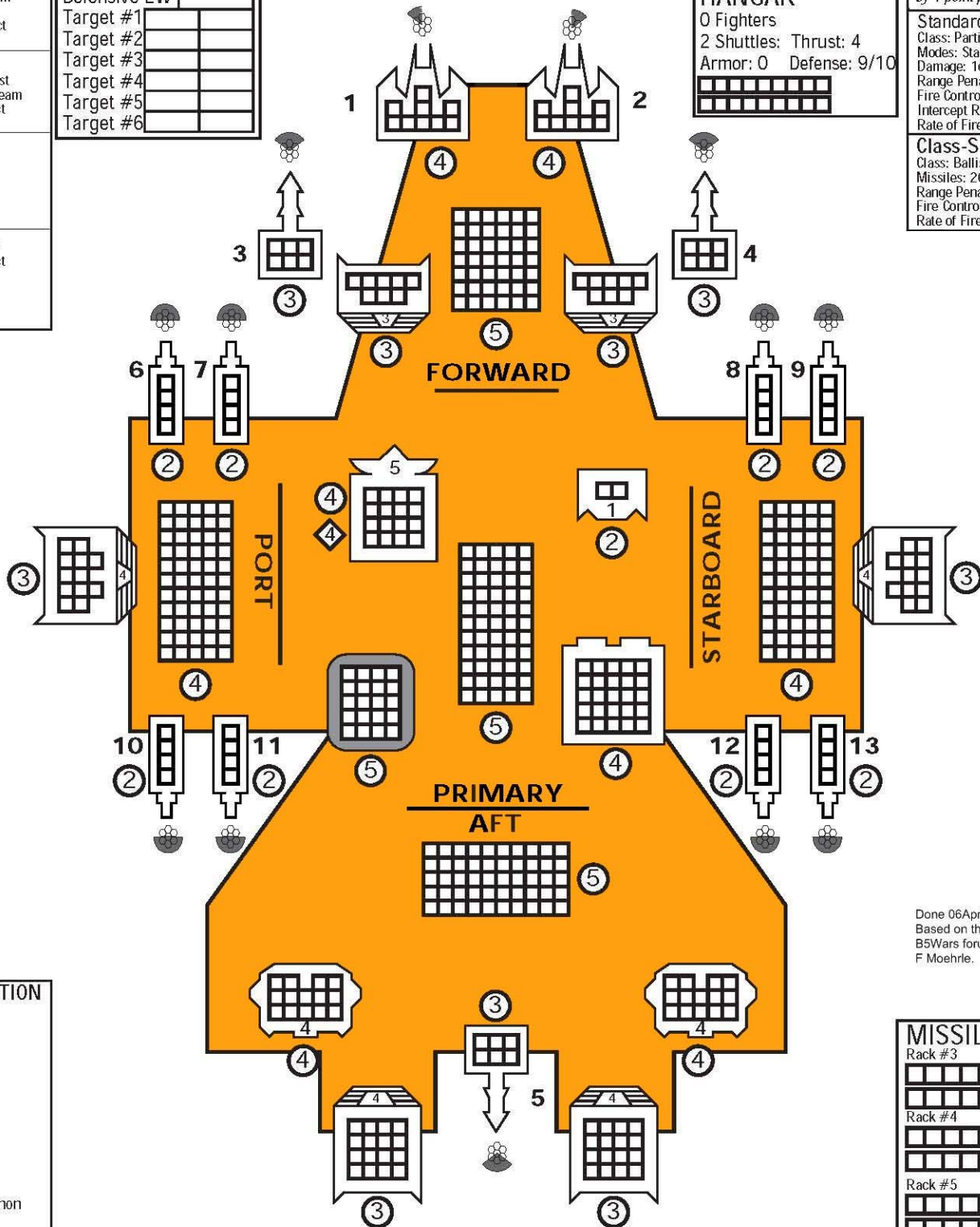
Target #4

Target #5

Target #6

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Cannon
- Plasma Stream
- Std Particle Beam

Done 06Apr09 for Katoc.
Based on the discription from the
B5Wars forum.
F Moehrl.

MISSILES

Rack #3

Rack #4

Rack #5

ALWAYS HAD CLASS-S
MISSILE RACKS