

Baroon Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Usuuth Staroon Strike Boat

SPECS

Class: Lt Combat Vsl
In Service: 2000
Point Value: 200 each
Ramming Value: 30
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA

Hvy Particle Projector
Class: Particle
Modes: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Particle Projector

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

HIT LOCATION

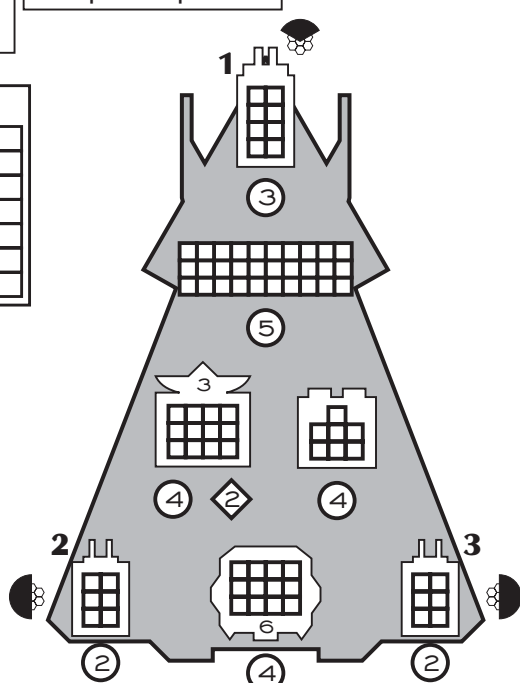
1-11: Structure
12-13: Hvy Particle Projector
14-16: Particle Projector
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable

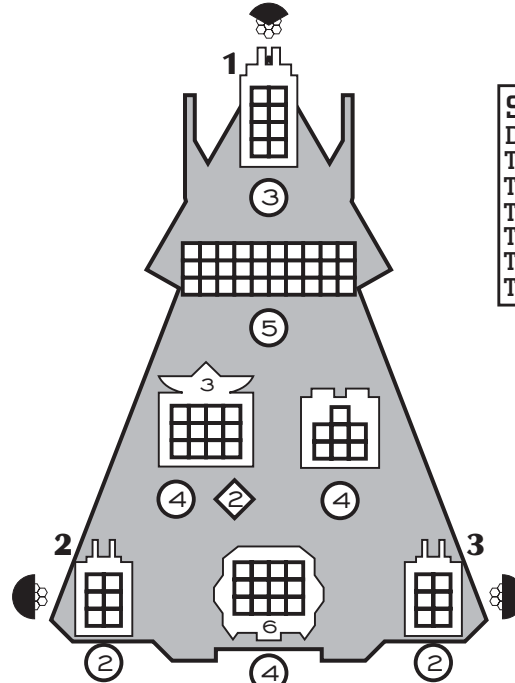
SENSOR DATA

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



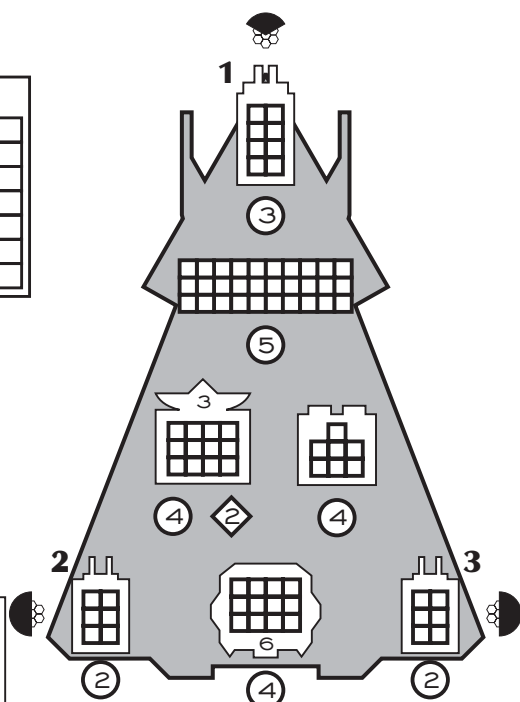
SENSOR DATA

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



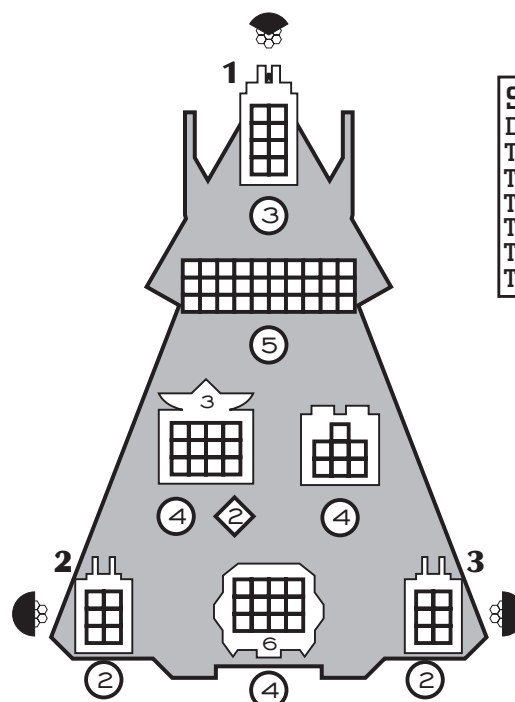
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Defensive EW	
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Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- Control
- Drive
- Reactor
- Hvy Part Projector
- Particle Projector