

Name:

Counter:

CYLON ASSAULT CRAFT

SPECS

Class: Lt Combat VsI
 In Service: Unknown
 Point Value: 200 each
 Ramming Factor: 3I
 Jump Delay: n/a

MANEUVERING

Turn Cost: 1/4 x Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

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

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4

WEAPON DATA

Turbolaser Battery 1
 Class: Laser
 Mode: Standard
 Number of Guns: 2 (Linked)
 Damage: 1d10+2
 Range Penalty: -2 per hex
 Fire Control: +2/+3/+4
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Mega-Laser Cannon 1
 Class: Laser
 Mode: Standard
 Damage: 2d10+8
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+1
 Rate of Fire: 1 per 2 turns

SPECIAL NOTES:

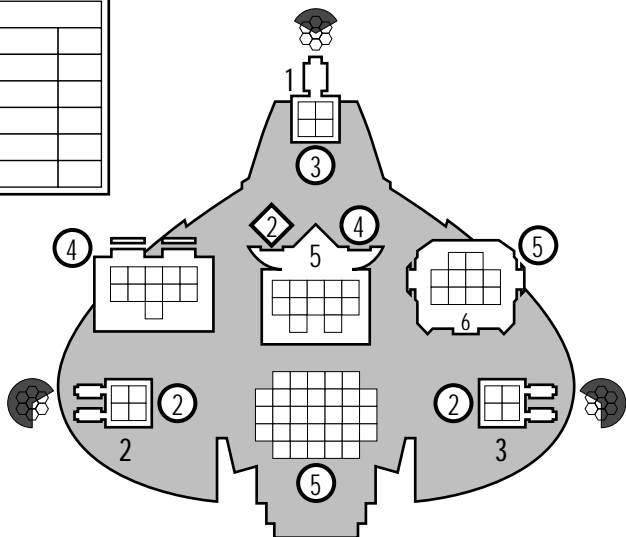
Agile Ship

HIT LOCATION

- 1-11: Structure
- 12-13: Mega-Laser
- 14-16: Turbolaser
- 17-18: Drive
- 19: Reactor
- 20: Control

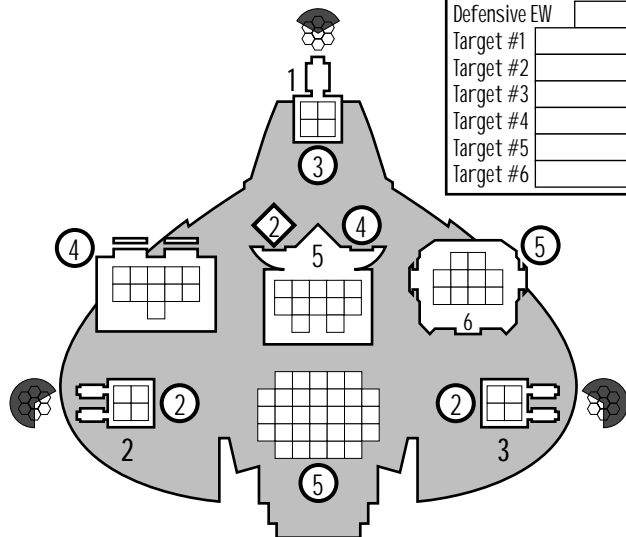
SENSOR DATA

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



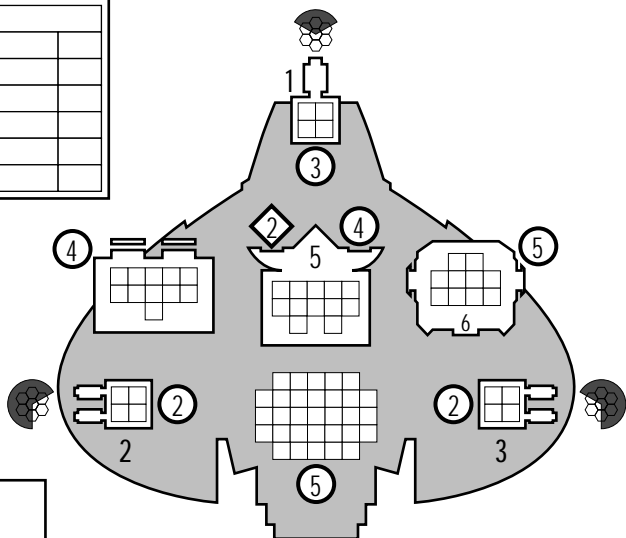
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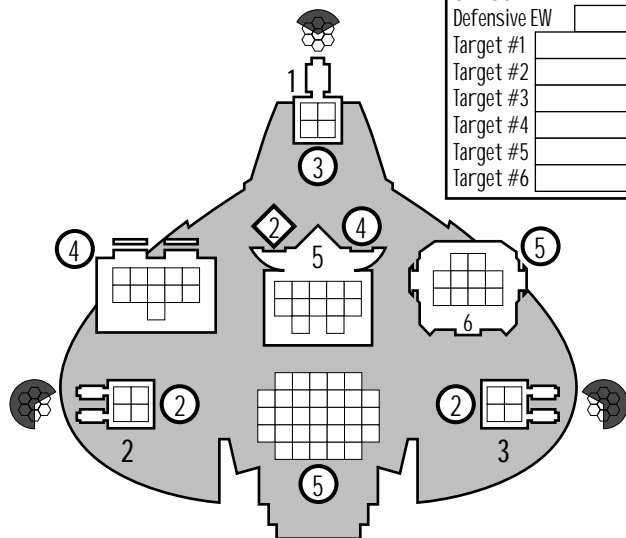
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ICON RECOGNITION

- Sensors
- Reactor
- Engine
- Turbolaser
- Mega-Laser Cannon