Name: Counter:

COLONIAL ASSAULTSTAR

SPECS
Class: Capital Ship
In Service:1524
Point Value:1300
Ramming Factor:390
Jump Delay:26 Turns

MANEUVERING
Turn Cost: 4/3 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22

FORWARD HITS
1-3: Retro Thrust
4-6: Hvy Pulsar Laser
7-10: Megatron Torp
11-18: Forward Struct
19-20: Primary Hit

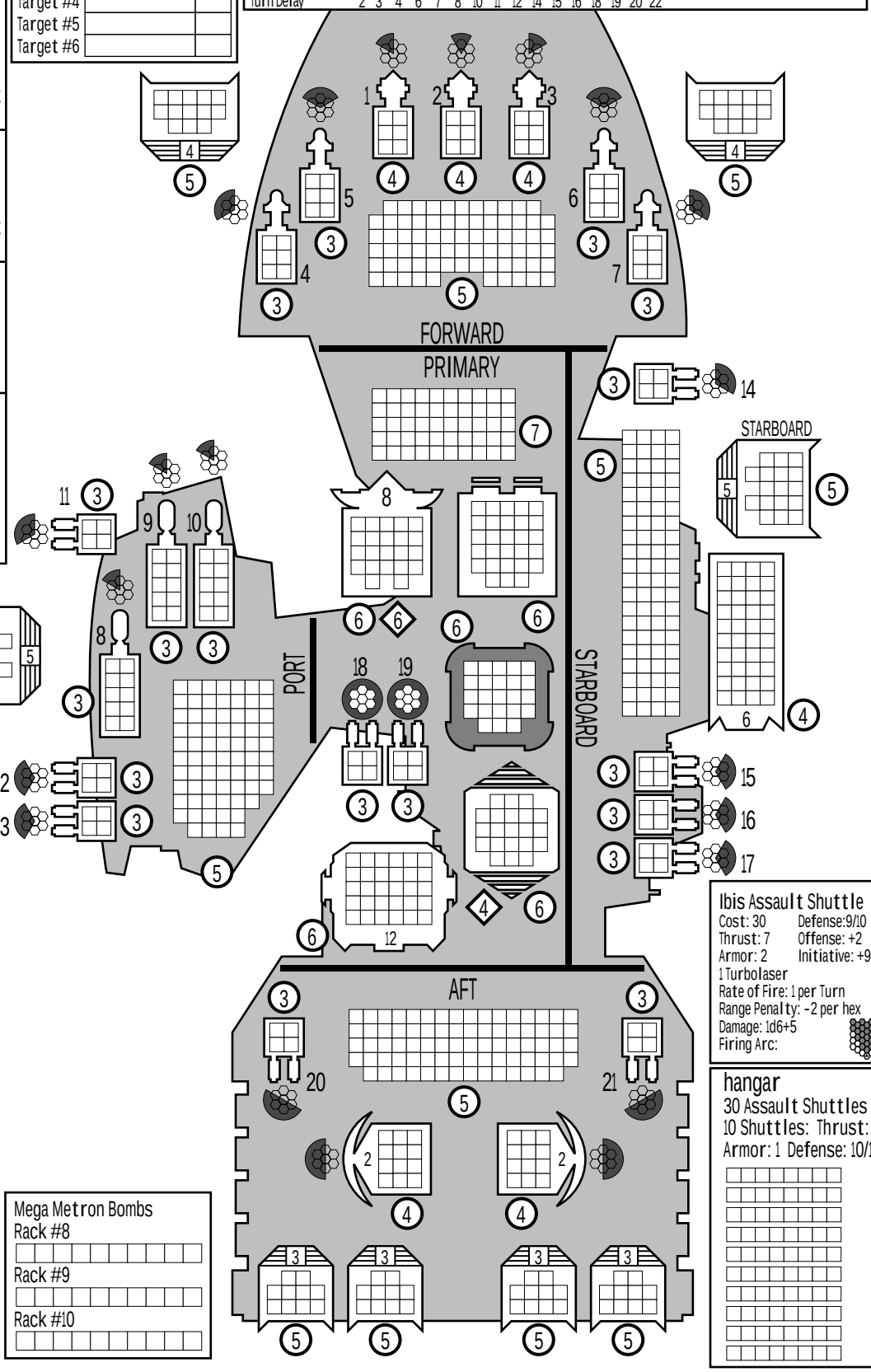
PORT SIDE HITS
1-4: Port / Stb Thrust
5-7: Turbolaser
8-11: Metron Bomb
12-18: Port / Stb Struct
19-20: Primary Hit

STARBOARD SIDE HITS
1-4: Port / Stb Thrust
5-8: Turbolaser
9-11: Hangar
12-18: Port / Stb Struct
19-20: Primary Hit

AFT HITS
1-6: Main Thrust
7-8: Shield
9-10: Turbolaser
11-18: Aft Struct
19-20: Primary Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Turbolaser
11-12: Sensors
13-15: Engine
16-17: Jump Drive
18-19: Reactor
20: C&C

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



WEAPON DATA

Mega Metron Bomb (1)
Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 Hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See Rules.

Shield (4)
Subtract Shield Factor from incoming damage.

Turbolaser Battery (1)
Class: Laser
Mode: Standard
Number of Guns: 2 (Linked)
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn

Heavy Pulsar Laser (3)
Class: Laser
Mode: Standard
Damage: 4d10+8
Range Penalty: -1 per 2 Hexes
Fire Control: +3/+1/-2
Rate of Fire: 1 per 4 turns
Special: Can fire at accelerated ROF for less damage as shown below:
1 per turn: 1d10+2
1 per 2 turns: 2d10+4
1 per 3 turns: 3d10+6

Megatron Torpedo (2)
Class: Ballistic
Mode: Standard
Damage: 12
Range Penalty: None
Max Range: 35 Hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per turn

ICON RECOGNITION
C&C
Sensors
Reactor
Engine
Hangar
Jump Engine
Thruster
Turbolaser
Mega Metron Bomb
Shield
Hvy Pulsar Laser
Megatron Torpedo

Mega Metron Bombs
Rack #8
Rack #9
Rack #10

Ibis Assault Shuttle
Cost: 30 Defense:9/10
Thrust: 7 Offense: +2
Armor: 2 Initiative: +9
1 Turbolaser
Rate of Fire: 1 per Turn
Range Penalty: -2 per hex
Damage: 1d6+5
Firing Arc:

hangar
30 Assault Shuttles
10 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

Flight #1
Flight #2
Flight #3
Flight #4
Flight #5