

Name:

Counter:

CYLON MILITARY FREIGHTER

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	

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 10
In Service: Unknown	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 170	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 90	Pivot Cost: n/a	Extra Power: 0
Jump Delay: n/a	Roll Cost: 4+4 Thrust	Initiative Bonus: -3

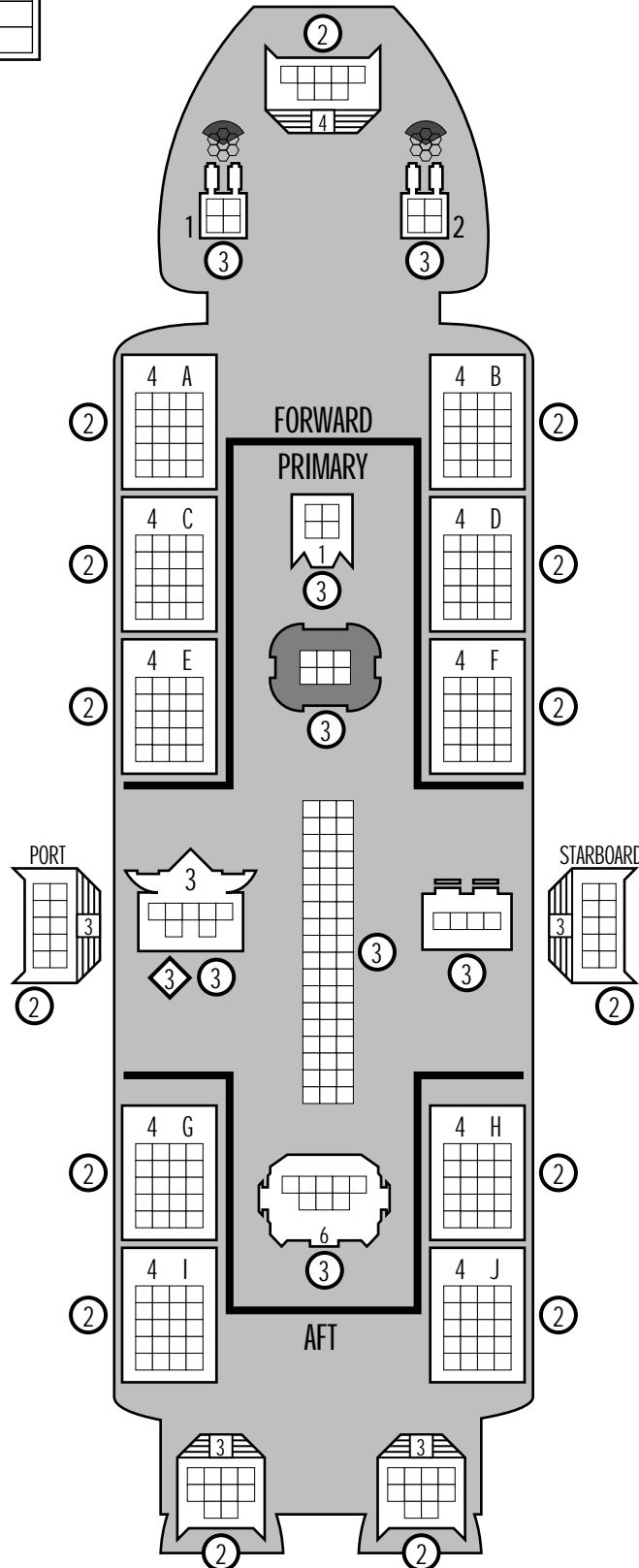
Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

FORWARD HITS	
1-3:	Retro Thrust
4-5:	Turbolaser
6:	Cargo A
7:	Cargo B
8:	Cargo C
9:	Cargo D
10:	Cargo E
11:	Cargo F
12-17:	Structure
18-20:	Primary Hit

AFT HITS	
1-5:	Main Thrust
6:	Cargo G
7:	Cargo H
8:	Cargo I
9:	Cargo J
10-17:	Structure
18-20:	Primary Hit

PRIMARY HITS	
1-7:	Port/Stb Thrust
8-9:	Sensors
10-13:	Engine
14-16:	Hangar
17-19:	Reactor
20:	C&C

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



ICON RECOGNITION	
	C&C
	Sensors
	Reactor
	Engine
	Hangar
	Thruster
	Turbolaser
	Cargo

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