

Name:

Counter:

CYLON MILITARY TANKER

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

Class: Medium Ship
 In Service: Unknown
 Point Value: 170
 Ramming Factor: 90
 Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 Extra Power: 0
 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

SENSOR DATA

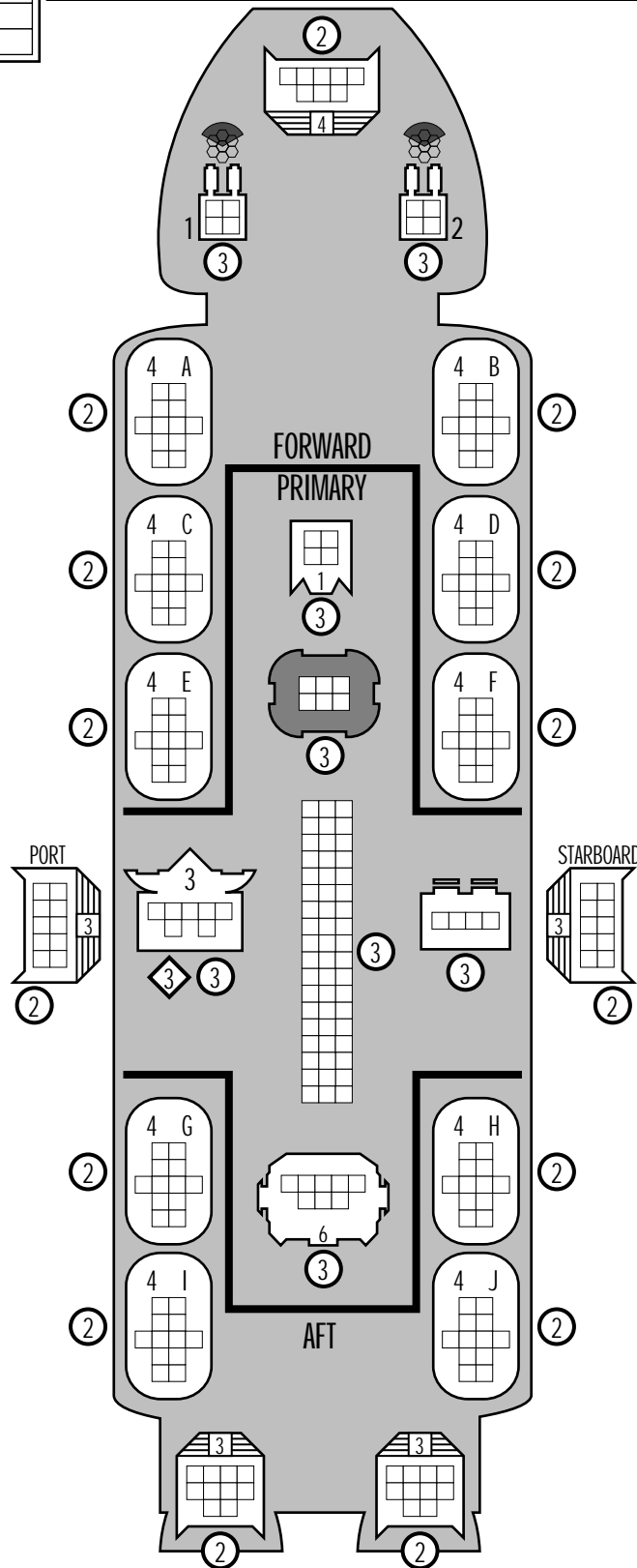
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

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



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Turbolaser
- Cargo

hangar

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