

INITIATIVE
SPEED

NAME:

COUNTER:

CYLON DECEIVER

SPECS

CLASS: MEDIUM SHIP
IN SERVICE: UNKNOWN
POINT VALUE: 450
RAMMING FACTOR: 90
JUMP DELAY: N/A

MANEUVERING



TURN COST: 2/3 SPEED
TURN DELAY: 2/3 SPEED
ACCEL/DECCEL COST: 2 THRUST
PIVOT COST: 3+3 THRUST
ROLL COST: 2+2 THRUST

COMBAT STATS

FWD/AFT DEFENSE: 10
STB/PORT DEFENSE: 14
ENGINE EFFICIENCY: 2/1
EXTRA POWER: 0
INITIATIVE BONUS: +6


SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
TURN COST	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11
TURN DELAY	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11

WEAPON DATA

TURBOLASER BATTERY 
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 

MASK GENERATOR 
RANGE: 3 HEXES
DURATION: 20 TURNS
RATE OF FIRE: 1 PER TURN 

TARGETS A HEX, NOT A UNIT

EACH MASK GENERATOR FIRED EMPTIES A BOX IN THE RESERVOIR ICON. SIMILAR TO PLASMA WEBS USING PLASMA BATTERY POWER EXCEPT RESERVOIR CAN NOT BE RE-FILLED DURING BATTLE. (20 SHOTS AVAILABLE) 

MASK FILLED HEX DISSIPATES AT THE END OF THE DURATION

ANY LOS THAT PASSES INTO OR THROUGH MASK FILLED HEXES SUFFERS -1 PENALTY TO HIT PER FILLED HEX.

IF THE MASK PENALTY IS GREATER THAN DEW OR OB, LOS IS BLOCKED. THIS DOES AFFECT MISSILES (3 DEW).

PENALTIES FOR MULTIPLE MASKS IN THE SAME HEX DO NOT STACK.

FORWARD HITS
1-5: RETRO THRUST
6-7: TURBOLASER
8: MASK RESERVOIR
9-10: MASK GENERATOR
11-17: 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
6-7: TURBOLASER
8: MASK RESERVOIR
9-10: MASK GENERATOR
11-17: STRUCTURE
18-20: PRIMARY HIT

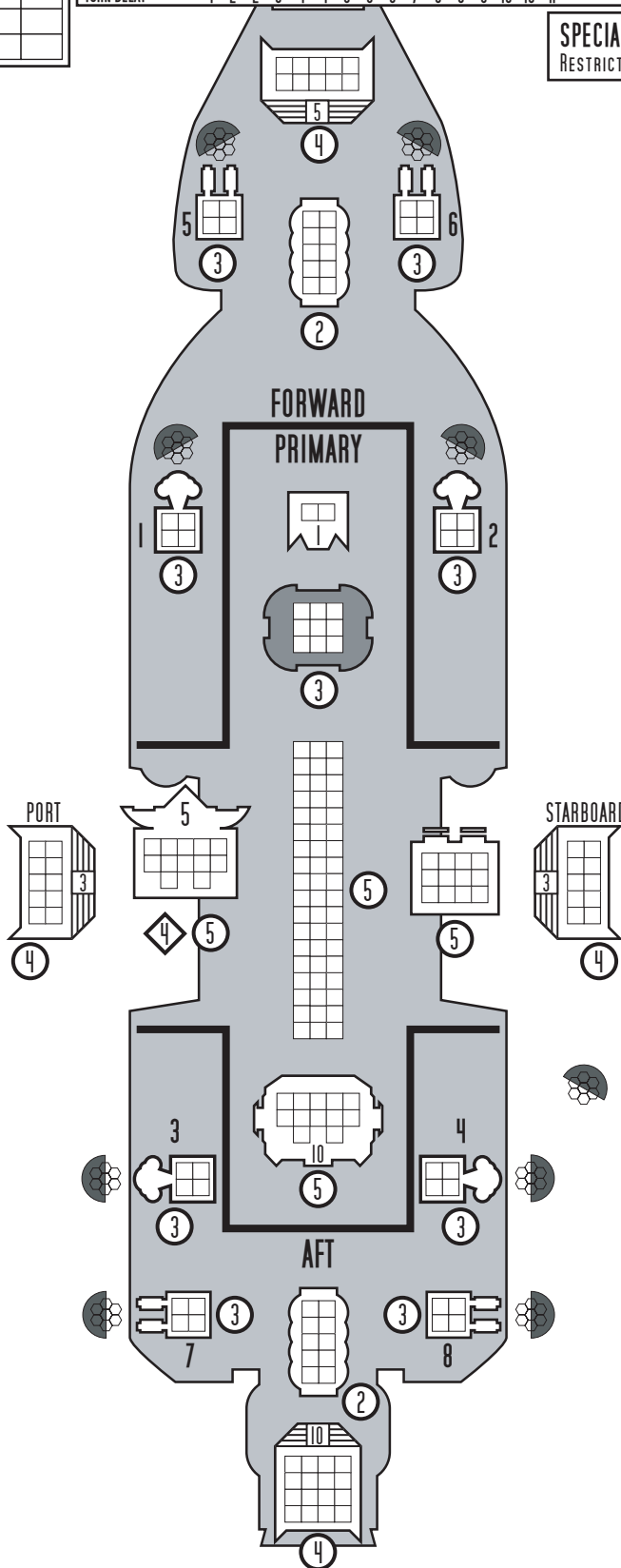
PRIMARY HITS
1-7: PORT/STB THRUST
8-9: SENSORS
10-13: ENGINE
14-16: HANGAR
17-19: REACTOR
20: C&C

TURN DELAY












SPECIAL NOTES:

RESTRICTED DEPLOYMENT (10%)



ICON RECOGNITION

-  C&C
-  SENSORS
-  REACTOR
-  ENGINE
-  HANGAR
-  THRUSTER
-  TURBOLASER
-  MASK GENERATOR
-  MASK RESERVOIR

HANGAR

2 SHUTTLES: THRUST: 4
ARMOR: 1 DEFENSE: 10/12

