

Name:

Counter:

COLONIAL DEFENDER

SPECS

Class: Capital Ship
 In Service: 1708
 Point Value: 650
 Ramming Factor: 220
 Jump Delay: 17 Turns

MANEUVERING



Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust



COMBAT STATS



Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +1

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

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 

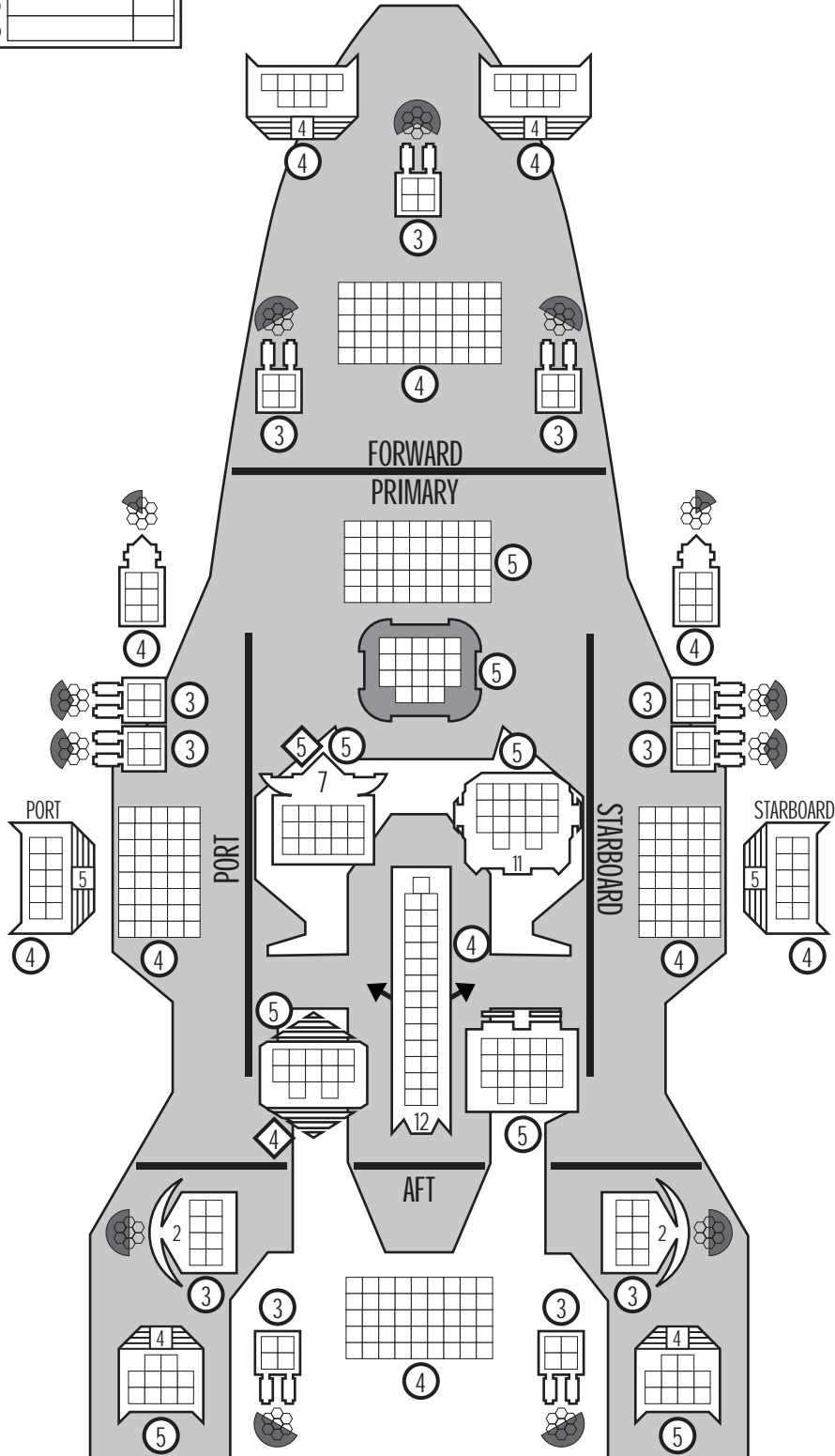
Medium Pulsar Laser  2
 Class: Laser
 Mode: Standard
 Damage: 3d10+6
 Range Penalty: -1 per 2 Hexes
 Fire Control: +3/+1/-2
 Rate of Fire: 1 per 3 turns
Special: Can fire at accelerated ROF for less damage as shown below:
 1 per turn: 1d10+2
 1 per 2 turns: 2d10+4 











- FORWARD HITS**
 1-4: Retro Thrust
 5-7: Turbolaser
 8-17: Forward Struct
 18-20: Primary Hit
- SIDE HITS**
 1-3: Port / Stb Thrust
 4: Med Pulsar Laser
 5-6: Turbolaser
 7-17: Port / Stb Struct
 18-20: Primary Hit
- AFT HITS**
 1-5: Main Thrust
 6-7: Turbolaser
 8-9: Shield
 10-17: Aft Struct
 18-20: Primary Hit
- PRIMARY HITS**
 1-8: Primary Struct
 9-10: Hangar
 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		



- ICON RECOGNITION**
-  C&C
 -  Sensors
 -  Reactor
 -  Engine
 -  Hangar
 -  Jump Engine
 -  Thruster
 -  Turbolaser
 -  Shield
 -  Med Pulsar Laser

hangar
 24 Fighters
 3 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12
