

INITIATIVE
SPEED

Name: Counter:

CYLON DEVASTATOR


SPECS
Class: Capital Ship
In Service: Unknown
Point Value: 875
Ramming Factor: 300
Jump Delay: 22 Turns

MANEUVERING
Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: n/a


COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 15
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	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32

WEAPON DATA

Mega-Pulsar 
Class: Laser
Mode: Raking
Damage: 5d10+25
Range Penal ty: -1 per 3 Hexes
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

Shield 
Subtract Shield Factor from incoming damage.

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

Mega-Laser Battery 
Class: Laser
Mode: Standard
Number of Guns: 2 (Linked)
Damage: 2d10+8
Range Penal ty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

SPECIAL NOTES:
Gravitic Drive
Restricted Deployment (10%)
All Mega-Pulsars may only fire into a single 120 degree arc chosen at the time of firing

SECTION HITS
1-4: Thruster
5-6: Mega-Pulsar
7-8: Mega-Laser Batt
9-10: Turbolaser
11: Shield
12-17: Structure
18-20: Primary Hit

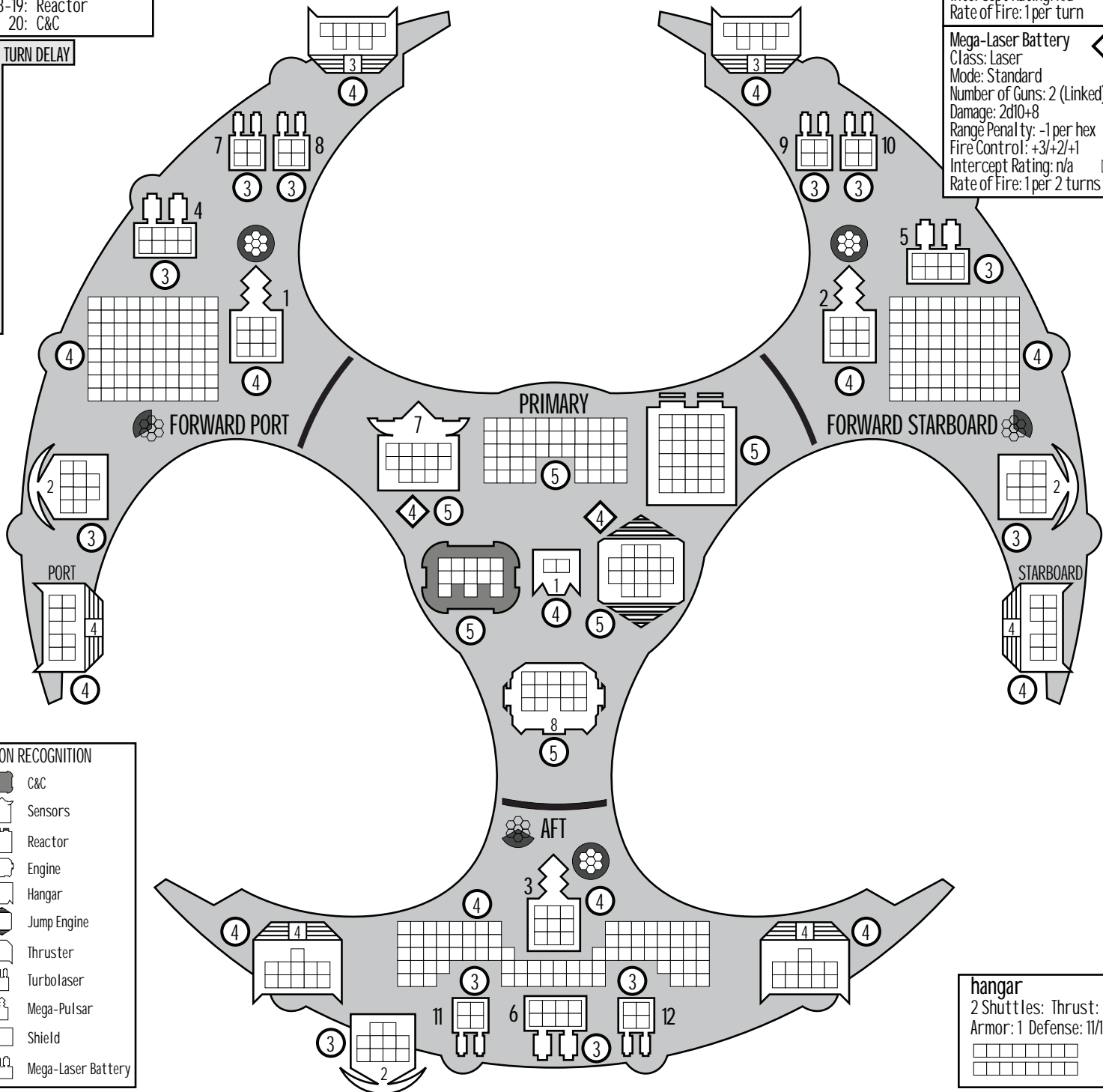
SENSOR DATA

Defensive EW

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

PRIMARY HITS
1-10: Primary Struct
11: Hangar
12-13: Sensors
14-15: Engine
16-17: Jump Drive
18-19: Reactor
20: C&C

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Turbolaser
- Mega-Pulsar
- Shield
- Mega-Laser Battery

hangar
2 Shuttles: Thrust: 4
Armor: 1 Defense: 11/11
