

INITIATIVE  
SPEED

Name: Counter:

# CYLON DOMINATOR

<b>SPECS</b> Class: Capital Ship In Service: Unknown Point Value: 900 Ramming Factor: 230 Jump Delay: 20 Turns	<b>MANEUVERING</b> Turn Cost: 1x Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 3+3 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 15 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: 0
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**WEAPON DATA**

<b>Mega-Pulsar</b> Class: Laser Mode: Raking Damage: 5d10+25 Range Penalty: -1 per 3 Hexes Fire Control: +5/+3/- Intercept Rating: n/a Rate of Fire: 1 per 5 turns	5
<b>Shield</b> Subtract Shield Factor from incoming damage.	2
<b>Turbolaser Battery</b> 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	1
<b>Mega-Laser Cannon</b> Class: Laser Mode: Standard Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +3/+2/+1 Rate of Fire: 1 per 2 turns	1
<b>Mega-Laser Battery</b> Class: Laser Mode: Standard Number of Guns: 2 (Linked) Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +3/+2/+1 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	2

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Mega-Pulsar  
7-8: Mega-Laser  
9-12: Turbolaser  
13-18: Forward Struct  
19-20: Primary Hit

**SIDE HITS**  
1-6: Main Thrust  
7: Mega-Laser  
8-9: Turbolaser  
10-18: Port / Stb Struct  
19-20: Primary Hit

**AFT HITS**  
1-5: Port / Stb Thrust  
6: Mega-Laser  
7-9: Turbolaser  
10-18: Aft Struct  
19-20: Primary Hit

**PRIMARY HITS**  
1-8: Primary Struct  
9-10: Hangar  
11-12: Sensors  
13-14: Engine  
15: Shield  
16-17: Jump Drive  
18-19: Reactor  
20: C&C

**SENSOR DATA**

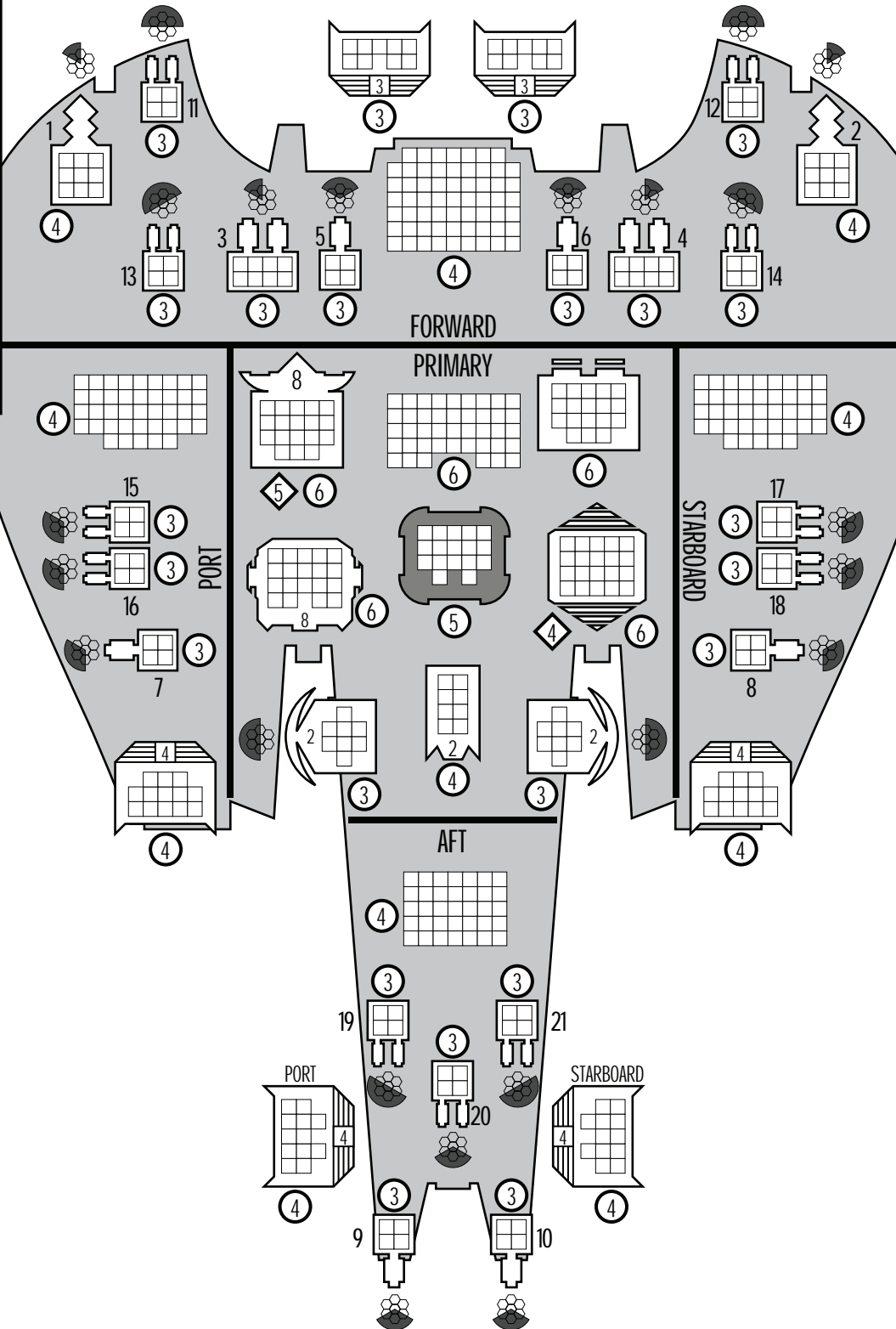
Defensive EW

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

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	3	4	4	5	5	6	6	7	7	8	8	9	9

**TURN DELAY**

1
2
3
4
5
6
7
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12
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18
19
20



**ICON RECOGNITION**

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

**hangar**  
6 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 11/11
