



Name:

Counter:

COLONIAL ELECTRONICS SHIP

SPECS

Class: Hvy Combat Vsl
 In Service: 1793
 Point Value: 600
 Ramming Factor: 120
 Jump Delay: n/a

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +8

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	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

SPECIAL NOTES:

ELINT ship
 Limited Deployment (33%)

FORWARD HITS
 1-3: Retro Thrust
 4-5: Turbolaser
 6-11: Telview Extension
 12: Hangar
 12-18: Forward Struct
 19-20: Primary Hit

SENSOR DATA

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

AFT HITS
 1-4: Main Thrust
 5-6: Turbolaser
 7-12: Telview Extension
 13-18: Aft Struct
 19-20: Primary Hit

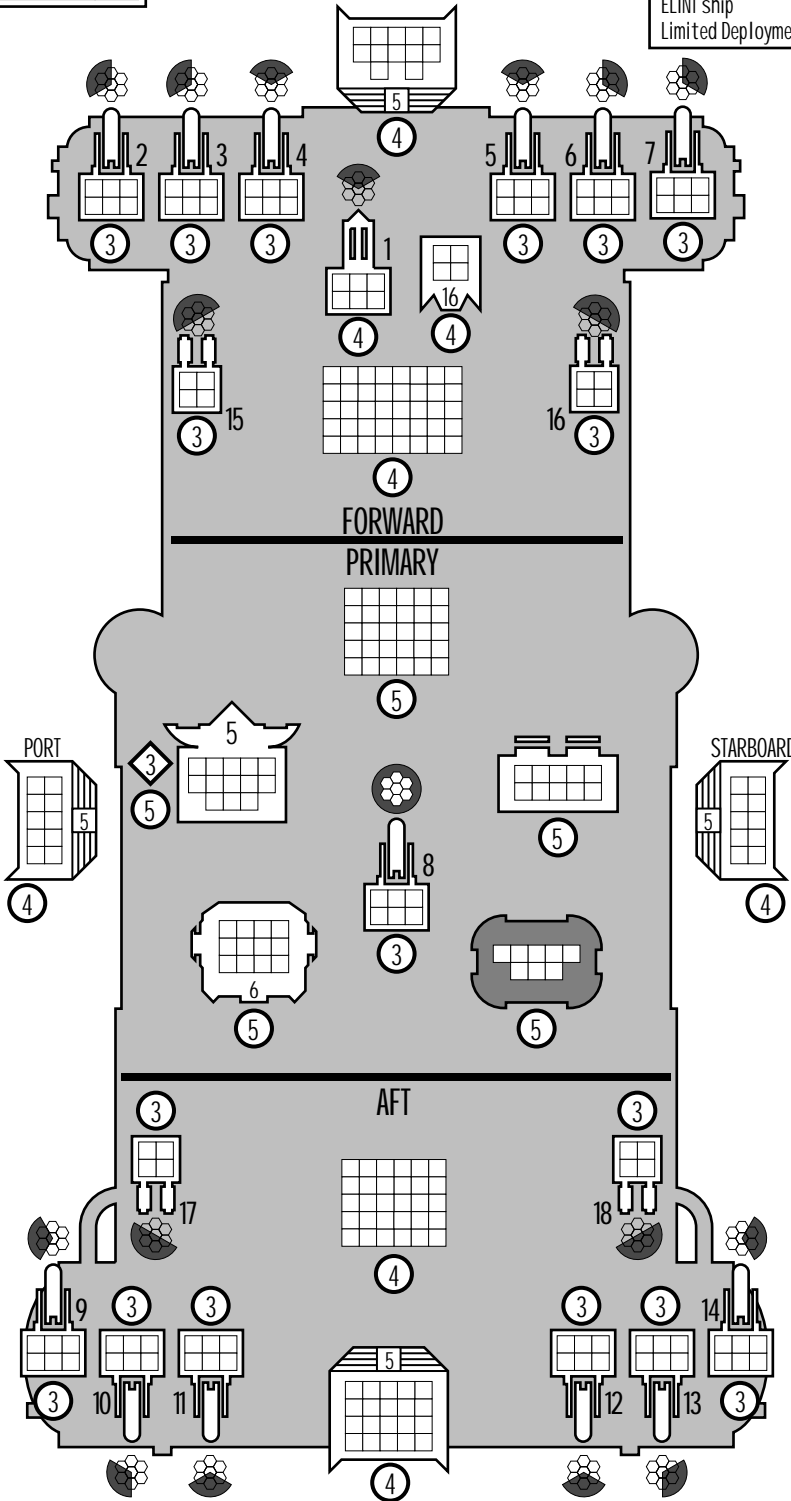
PRIMARY HITS
 1-7: Primary Struct
 8-9: Port/Stb Thrust
 10: Telview Extension
 11-13: Sensors
 14-16: Engine
 17-19: Reactor
 20: C&C

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

Proton Energizer
 Class: Laser
 Mode: Raking
 Damage: 3d10+5
 Range Penalty: -2/3 Hexes
 Fire Control: +2/+1-2
 Rate of Fire: 1 per 4 turns
 Special: Can fire at accelerated ROF for less damage as shown below:
 1 per 2 turns: 1d10+1
 1 per 3 turns: 2d10+3

ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Turbolaser
- Telview Extension
- Proton Energizer



WEAPON DATA

Shield
 Subtract Shield Factor from incoming damage.

Turbolaser Battery
 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

Telview Extension
 Optional Pods:

Megatron Torpedo
 Class: Ballistic
 30 Missiles: 2 pts
 Mode: Standard
 Damage: 12
 Range Penalty: None
 Max Range: 35 Hexes
 Fire Control: +4/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 2 per turn

Solenite Missile
 Class: Ballistic
 75 Missiles: 1 pts
 Mode: Flash
 Damage: 60 (-1/hex)
 Range Penalty: None
 Fire Control: +5/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Turbolaser Battery
 Class: Laser
 25 Mode: Standard
 Number of Guns: 2
 Damage: 1d10+2
 Range Penalty: -2 per hex
 Fire Control: +3/+4/+5
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Jammer Pod
 1 point of ELINT blanket protection. Is not cumulative with other ELINT functions.

Sensor Pod
 +3 OEW to any single target or flight per turn that is in arc. Is not cumulative with other pods.

Defense Pod
 +3 DEW vs any enemies that is in arc. Is not cumulative with other defense pods.

Only one pod per extension. Mark which extension has which pod using the boxes to the right of the option.