

Name:

Counter:

COLONIAL GUARDIAN

SPECS

Class: Hvy Combat Vsl
 In Service: 1554
 Point Value: 450
 Ramming Factor: 160
 Jump Delay: 18 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 13
 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	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

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

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Lt Pulsar Laser
- 8-9: Turbolaser
- 10-17: Forward Struct
- 18-20: Primary Hit

SENSOR DATA

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

AFT HITS

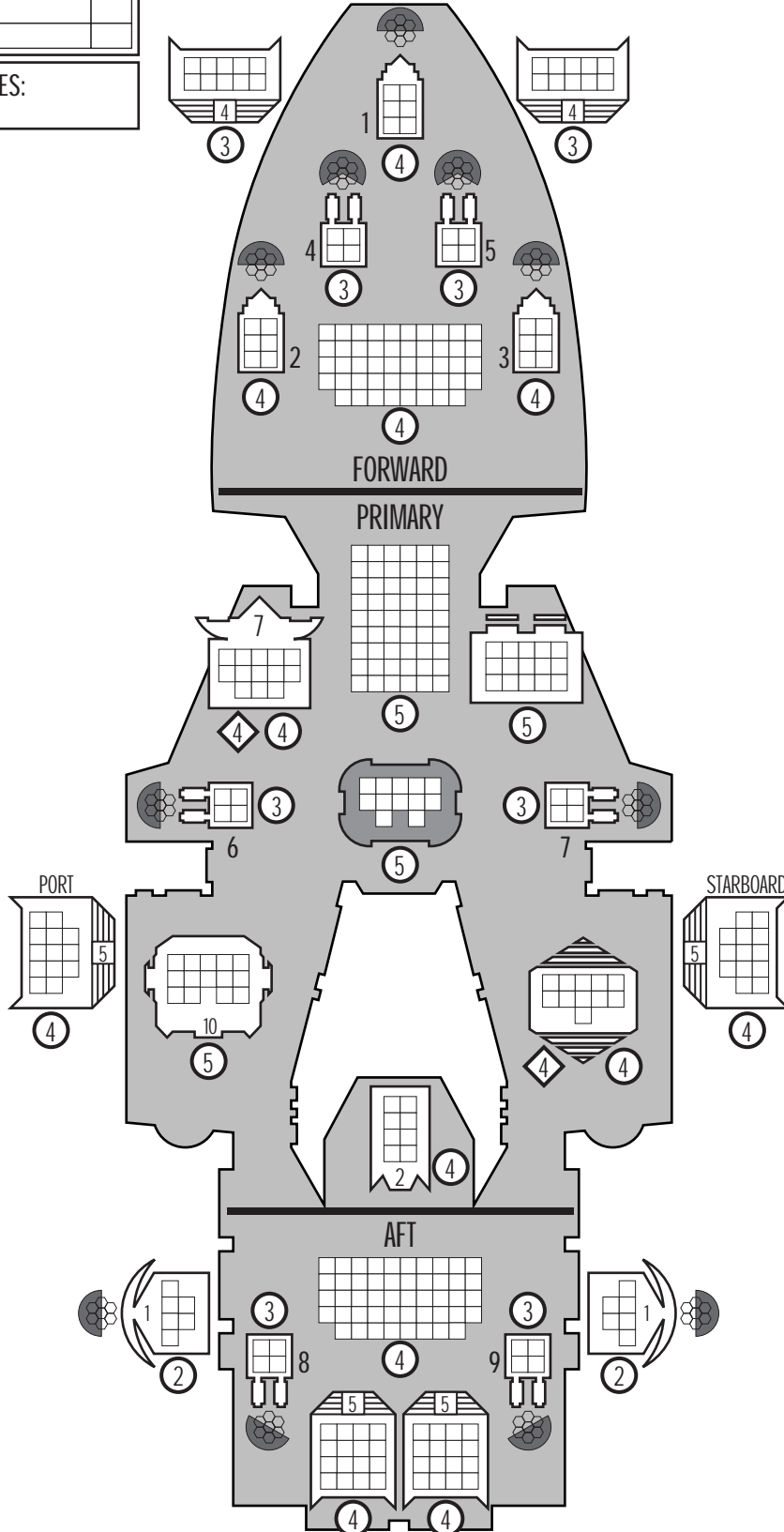
- 1-5: Main Thrust
- 6-7: Turbolaser
- 8-9: Shield
- 10-17: Aft Struct
- 18-20: Primary Hit

SPECIAL NOTES:

Agile Ship

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



ICON RECOGNITION

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

hangar

6 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12
