

INITIATIVE

NAME:

COUNTER:

COLONIAL GUARDSMAN

SPECS

CLASS: MEDIUM SHIP
 IN SERVICE: 1020
 POINT VALUE: 375
 RAMMING FACTOR: 60
 JUMP DELAY: N/A

MANEUVERING

TURN COST: 2/3 SPEED
 TURN DELAY: 1/2 SPEED
 ACCEL/DECCEL COST: 3 THRUST
 PIVOT COST: 3+3 THRUST
 ROLL COST: 2+2 THRUST

COMBAT STATS

FWD/AFT DEFENSE: 12
 STB/PORT DEFENSE: 13
 ENGINE EFFICIENCY: 3/1
 EXTRA POWER: 0
 INITIATIVE BONUS: +12

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

WEAPON DATA

MEGA METRON MISSILE 0
 CLASS: BALLISTIC
 MODE: STANDARD
 DAMAGE: 25
 RANGE PENALTY: NONE
 MIN LAUNCH RANGE: 25 HEXES
 MAX RANGE: 50 HEXES
 FIRE CONTROL: +3/+2/-
 INTERCEPT RATING: N/A
 RATE OF FIRE: 1 PER 2 TURNS

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

PROTON ENERGIZER 2
 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

LIGHT PROTON ENERGIZER 2
 CLASS: LASER
 MODE: RAKING
 DAMAGE: 2d10+3
 RANGE PENALTY: -1 PER HEX
 FIRE CONTROL: +2/+1/-2
 RATE OF FIRE: 1 PER 3 TURNS
 SPECIAL: CAN FIRE AT ACCELERATED ROF FOR LESS DAMAGE AS SHOWN BELOW:
 1 PER 2 TURNS: 1d10+1

FORWARD HITS
 1-4: RETRO THRUST
 5-6: MEGA METRON MSL
 7-8: PROTON ENERGIZER
 9-10: TURBOLASER
 11-17: STRUCTURE
 18-20: PRIMARY HIT

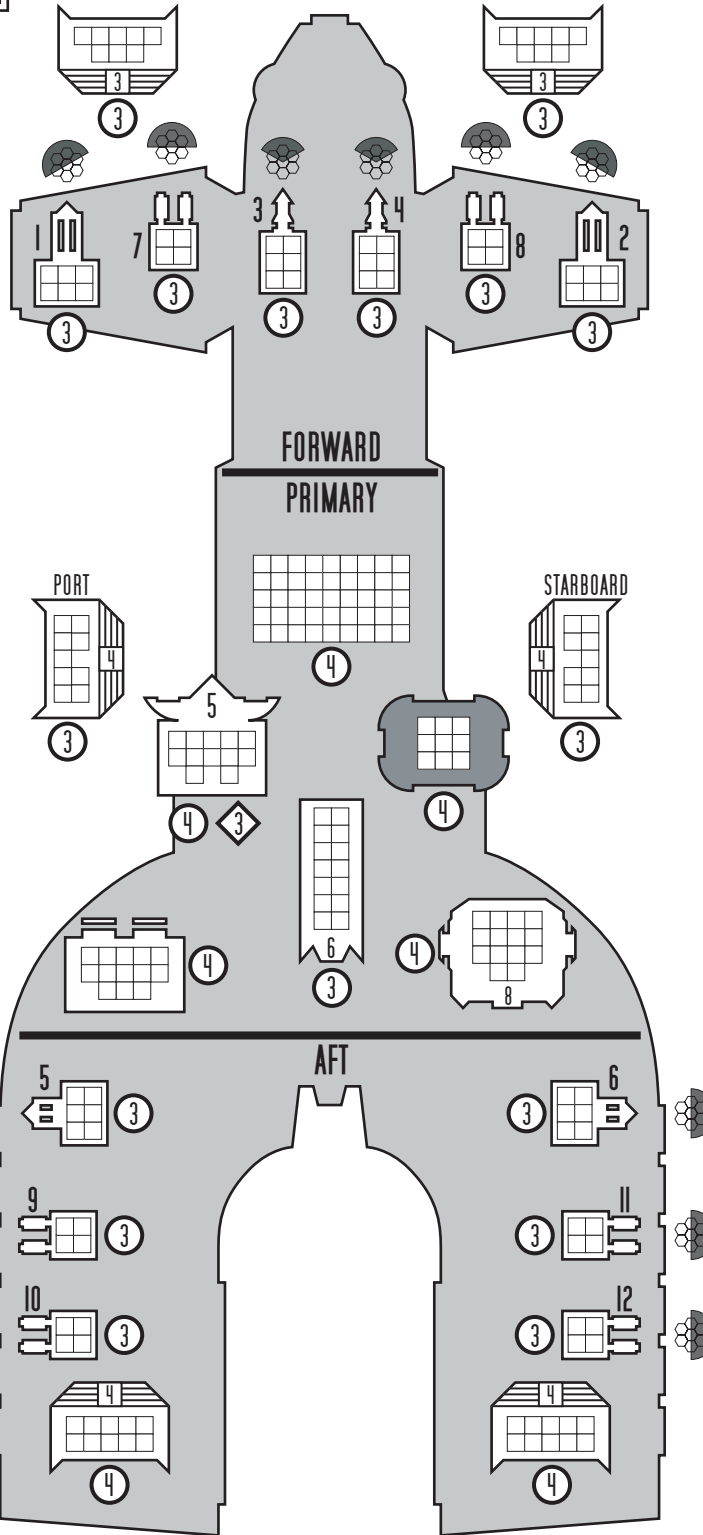
AFT HITS
 1-5: MAIN THRUST
 6-7: LT PRTN ENERGIZER
 8-10: TURBOLASER
 11-17: STRUCTURE
 18-20: PRIMARY HIT

PRIMARY HITS
 1-8: PORT/STB THRUST
 9-11: HANGAR
 12-13: SENSORS
 14-16: ENGINE
 17-19: REACTOR
 20: C&C

SENSOR DATA

DEFENSIVE EW	
TARGET #1	
TARGET #2	
TARGET #3	
TARGET #4	
TARGET #5	
TARGET #6	

TURN DELAY



ICON RECOGNITION

- C&C
- SENSORS
- REACTOR
- ENGINE
- HANGAR
- THRUSTER
- LT PROTON ENERGIZER
- TURBOLASER
- PROTON ENERGIZER
- MEGA METRON MISSILE

MISSILES

Rack #3					
Rack #4					

HANGAR

12 FIGHTERS
 2 SHUTTLES: THRUST: 4
 ARMOR: 1 DEFENSE: 10/12
