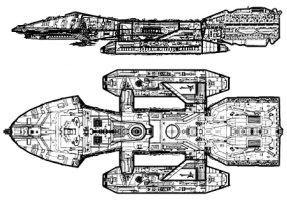


Name: Counter:

COLONIAL GUNSTAR

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service:1212	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value:1325	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor:400	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay:23 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +1

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	4	5	6	7	8	9	10	11	12	13	14	15	16

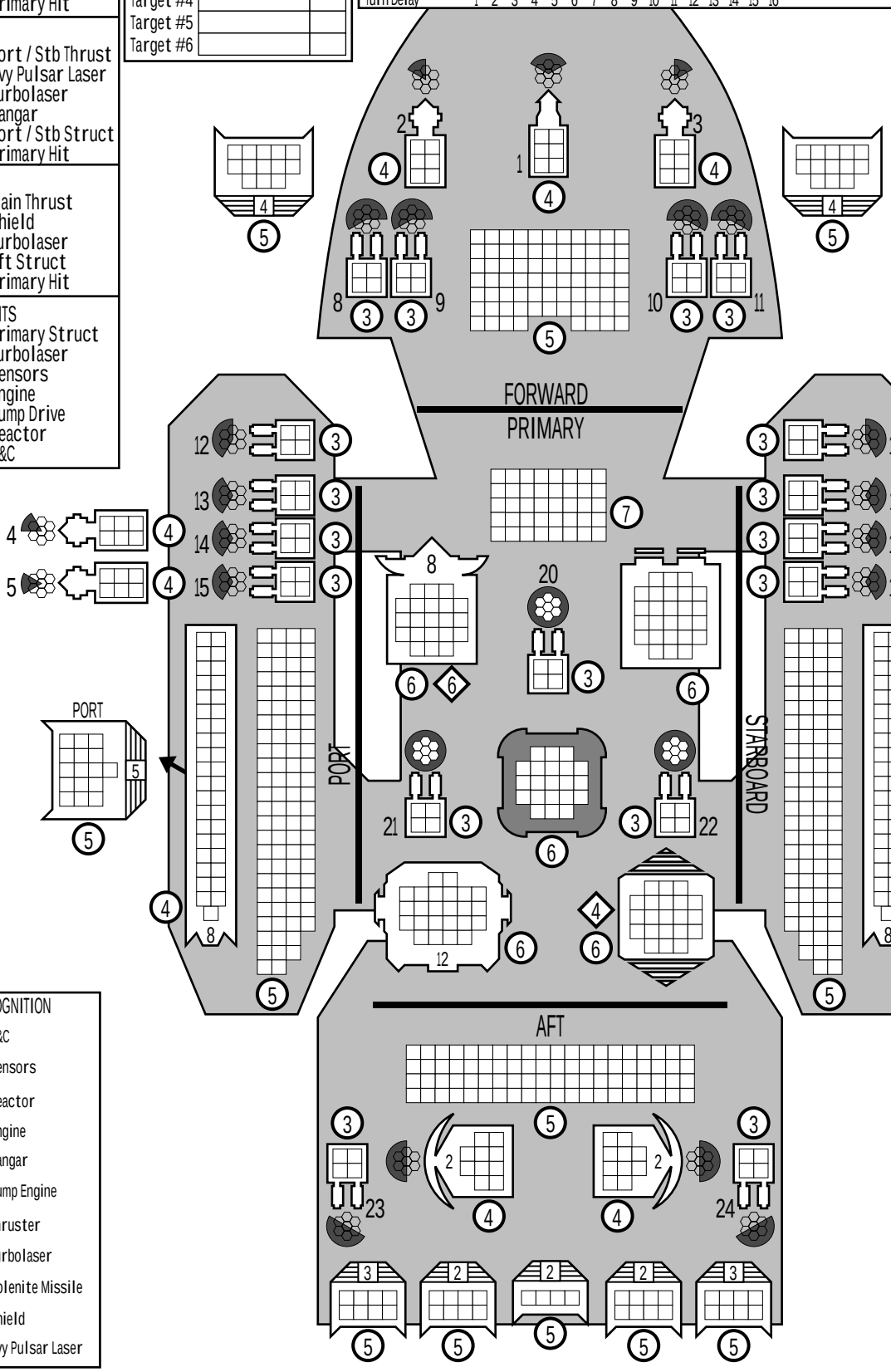
FORWARD HITS
1-3: Retro Thrust
4: Solenite Missile
5-6: Hvy Pulsar Laser
7-10: Turbolaser
11-18: Forward Struct
19-20: Primary Hit

SIDE HITS
1-4: Port / Stb Thrust
5-6: Hvy Pulsar Laser
7-9: Turbolaser
8-12: Hangar
13-18: Port / Stb Struct
19-20: Primary Hit

AFT HITS
1-6: Main Thrust
7-8: Shield
9-10: Turbolaser
11-18: Aft Struct
19-20: Primary Hit

PRIMARY HITS
1-7: Primary Struct
8-10: Turbolaser
11-12: Sensors
13-15: Engine
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



WEAPON DATA

Solenite Missile (0)
Class: Ballistic
Mode: Flash
Damage: 60 (-1/hex)
Range Penalty: None
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

Heavy Pulsar Laser (3)
Class: Laser
Mode: Standard
Damage: 4d10+8
Range Penalty: -1 per 2 Hexes
Fire Control: +3/+1/-2
Rate of Fire: 1 per 4 turns
Special: Can fire at accelerated ROF for less damage as shown below:
1 per turn: 1d10+2
1 per 2 turns: 2d10+4
1 per 3 turns: 3d10+6

ICON RECOGNITION
C&C
Sensors
Reactor
Engine
Hangar
Jump Engine
Thruster
Turbolaser
Solenite Missile
Shield
Hvy Pulsar Laser

MISSILES
Rack #1

hangar
39 Fighters in each bay
6 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12