

Name:

Counter:

# CYLON IMPERATOR

### SPECS

Class: Capital Ship  
 In Service: Unknown  
 Point Value: 900  
 Ramming Factor: 250  
 Jump Delay: 18 Turns

### MANEUVERING

Turn Cost: 1x Speed  
 Turn Delay: 2/3 Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 4+4 Thrust

### COMBAT STATS



Fwd/Aft Defense: 15  
 Stb/Port Defense: 14  
 Engine Efficiency: 3/1  
 Extra Power: 0  
 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	2	3	4	4	5	6	6	7	8	8	9	10	10	11



### SPECIAL NOTES:



Special Thruster Arrangement

### WEAPON DATA

**Mega-Pulsar**   
 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 

**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: +2/+3/+4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn 

**Mega-Laser Cannon**   
 Class: Laser  
 Mode: Standard  
 Damage: 2d10+8  
 Range Penalty: -1 per hex  
 Fire Control: +3/+2/+1  
 Rate of Fire: 1 per 2 turns 

### FORWARD HITS

- 1-4: Retro Thrust
- 5: Mega-Pulsar
- 6-7: Mega-Laser
- 8-10: Turbolaser
- 9-17: Forward Struct
- 18-20: Primary Hit

### SENSOR DATA

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

### SIDE HITS

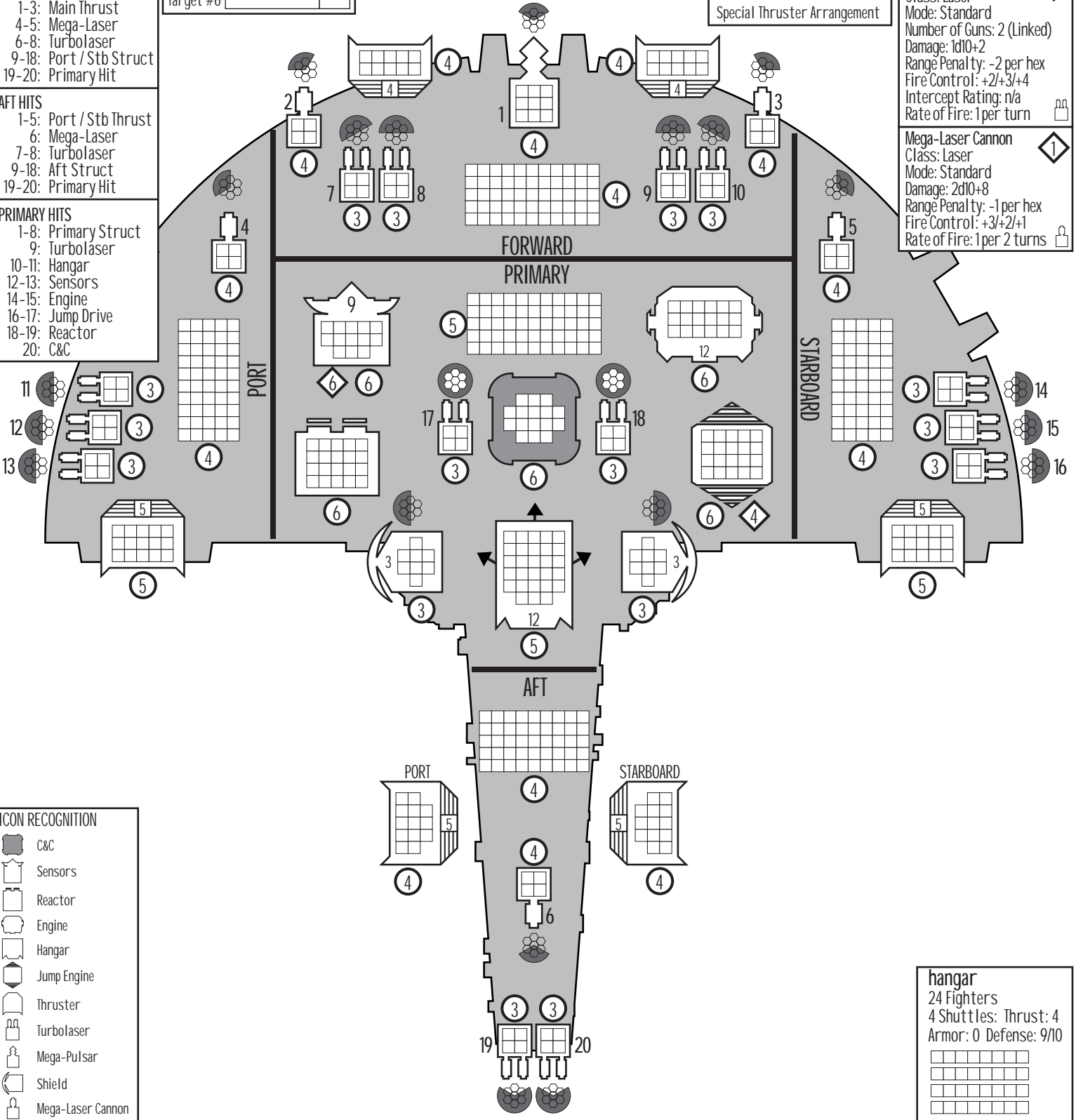
- 1-3: Main Thrust
- 4-5: Mega-Laser
- 6-8: Turbolaser
- 9-18: Port / Stb Struct
- 19-20: Primary Hit

### AFT HITS












- 1-5: Port / Stb Thrust
- 6: Mega-Laser
- 7-8: Turbolaser
- 9-18: Aft Struct
- 19-20: Primary Hit

### PRIMARY HITS

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



### ICON RECOGNITION

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

### hangar

24 Fighters  
 4 Shuttles: Thrust: 4  
 Armor: 0 Defense: 9/10
