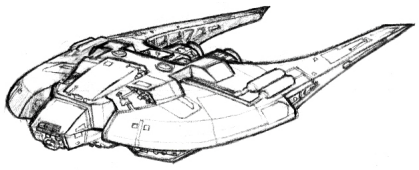


Name: Counter:

CYLON INTRUDER

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 x Speed	Fwd/Aft Defense: 12
In Service: Unknown	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 475	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 65	Pivot Cost: 2 Thrust	Extra Power: 0
Jump Delay: n/a	Roll Cost: 2 Thrust	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	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11

FORWARD HITS
- 1-4: Retro Thrust
- 5-6: Megatron Torp
- 7-8: Mega-Laser
- 9-10: Turbolaser
- 11-17: Structure
- 18-20: Primary Hit

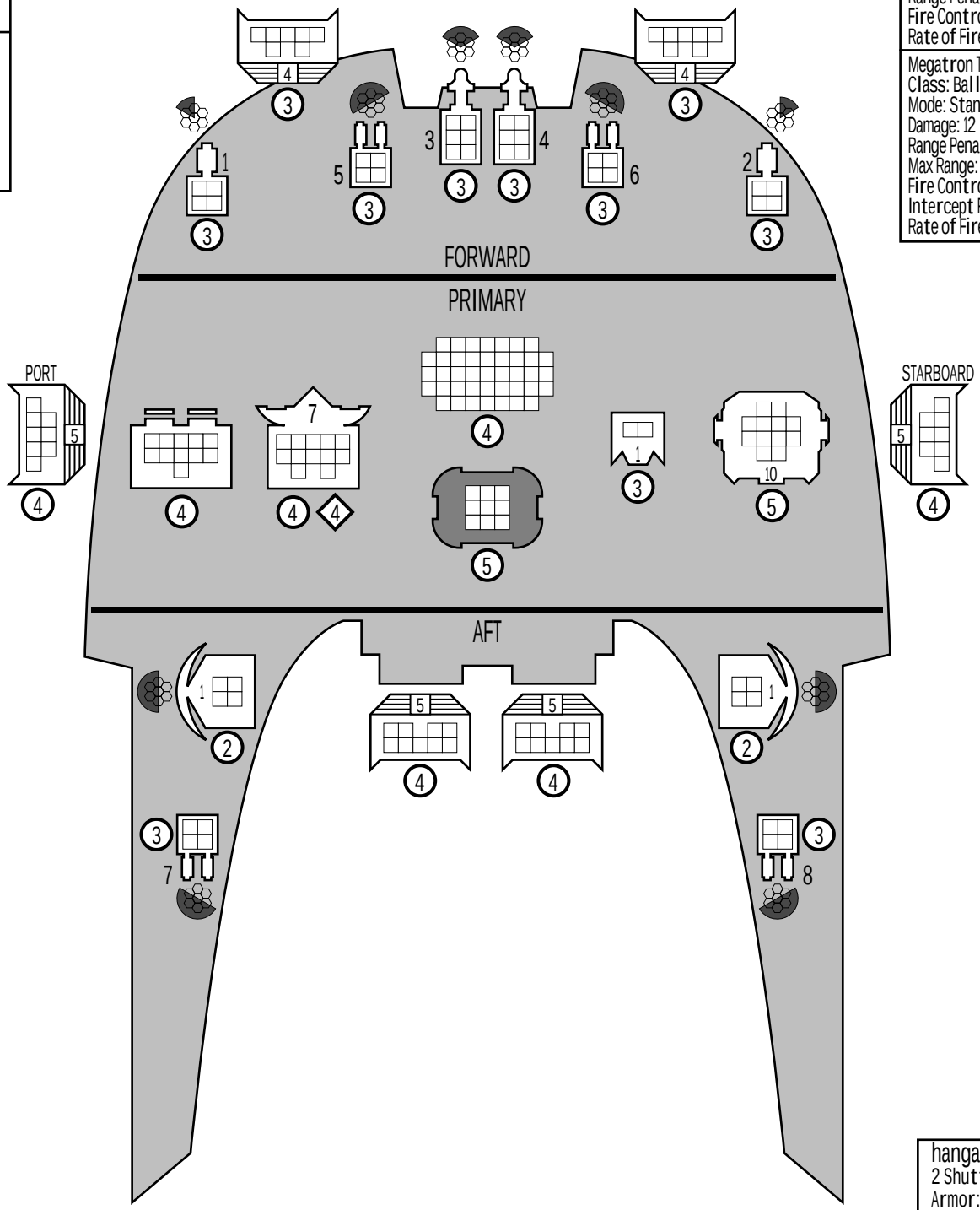
AFT HITS
- 1-6: Main Thrust
- 7-8: Turbolaser
- 9-10: Shield
- 11-17: Structure
- 18-20: Primary Hit

PRIMARY HITS
- 1-9: Port/Stb Thrust
- 10-12: Sensors
- 13-15: Engine
- 16: Hangar
- 17-19: Reactor
- 20: C&C

SENSOR DATA

Defensive EW

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



WEAPON DATA

Shield (2)
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: +2/+3/+4
- Intercept Rating: n/a
- Rate of Fire: 1 per turn

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

Megatron Torpedo (2)
- Class: Ballistic
- Mode: Standard
- Damage: 12
- Range Penalty: None
- Max Range: 35 Hexes
- Fire Control: +3/+1/-4
- Intercept Rating: n/a
- Rate of Fire: 1 per turn

ICON RECOGNITION
- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Turbolaser
- Mega-Laser Cannon
- Shield
- Megatron Torpedo

hangar
2 Shuttles: Thrust: 4
Armor: 1 Defense: 11/11