Name: Counter:

CYLON INVADER

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 x Speed	Fwd/Aft Defense: 13
In Service: Unknown	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 500	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 160	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: n/a	Roll Cost: 2+2 Thrust	Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

WEAPON DATA

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

SENSOR DATA

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

FORWARD HITS

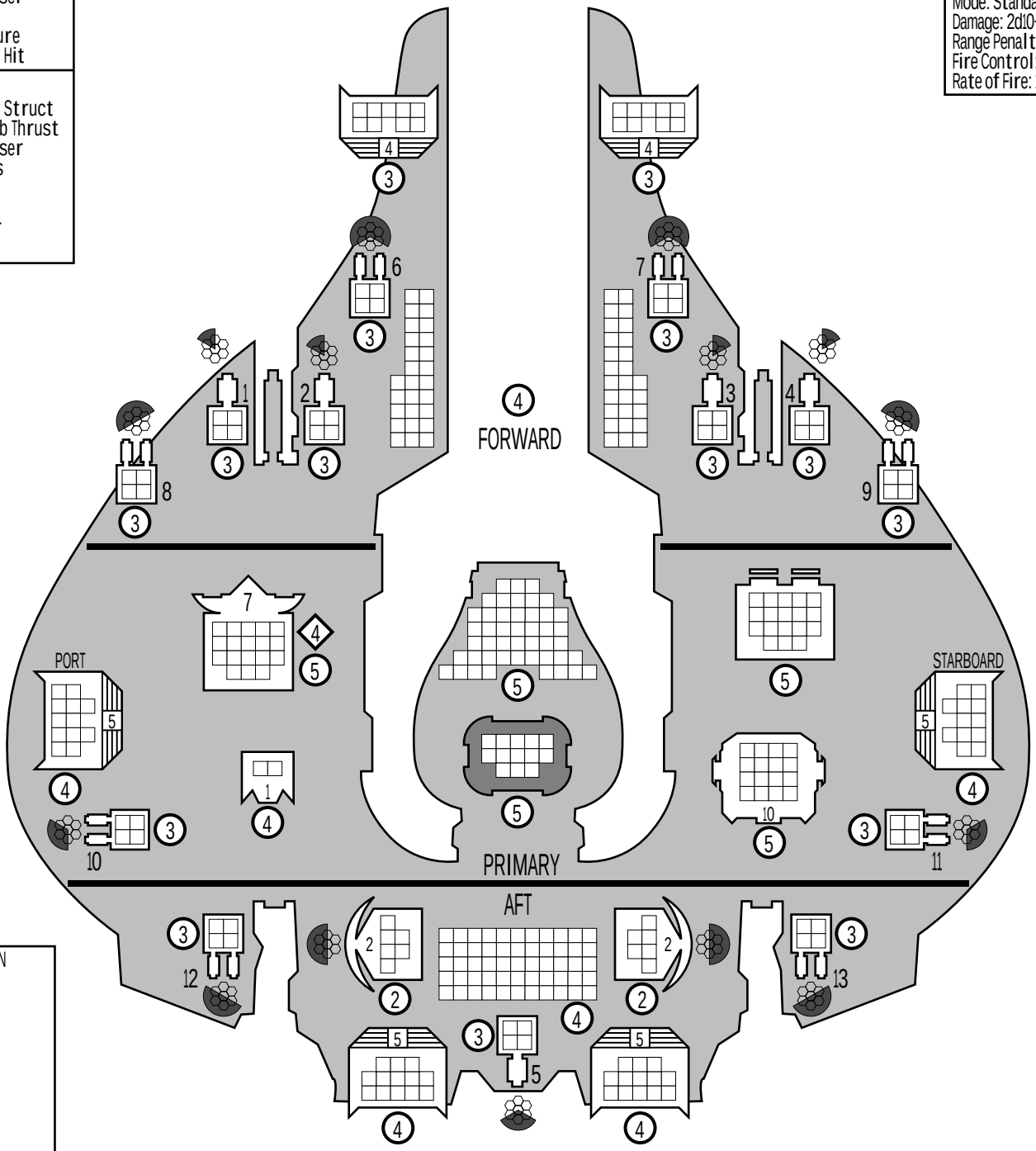
1-4: Retro Thrust
5-8: Mega-Laser
9-12: Turbolaser
13-18: Structure
19-20: Primary Hit

AFT HITS

1-5: Main Thrust
6: Mega-Laser
7-8: Turbolaser
9-10: Shield
11-18: Structure
19-20: Primary Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Port/Stb Thrust
11-12: Turbolaser
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C



ICON RECOGNITION

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

hangar

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