

INITIATIVE  
SPEED

Name:

Counter:

# CYLON INVADER

## SPECS

Class: Hvy Combat Vsl  
In Service: Unknown  
Point Value: 575  
Ramming Factor: 160  
Jump Delay: n/a

## MANEUVERING



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



## COMBAT STATS



Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: 0  
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 

**Pulsar Cannon**   
Class: Laser  
Mode: Raking  
Damage: 3d10+18  
Range Penalty: -1 per 2 Hexes  
Fire Control: +4/+3/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns 

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Pulsar Cannon  
7-9: Mega-Laser  
10-13: Turbolaser  
14-18: 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

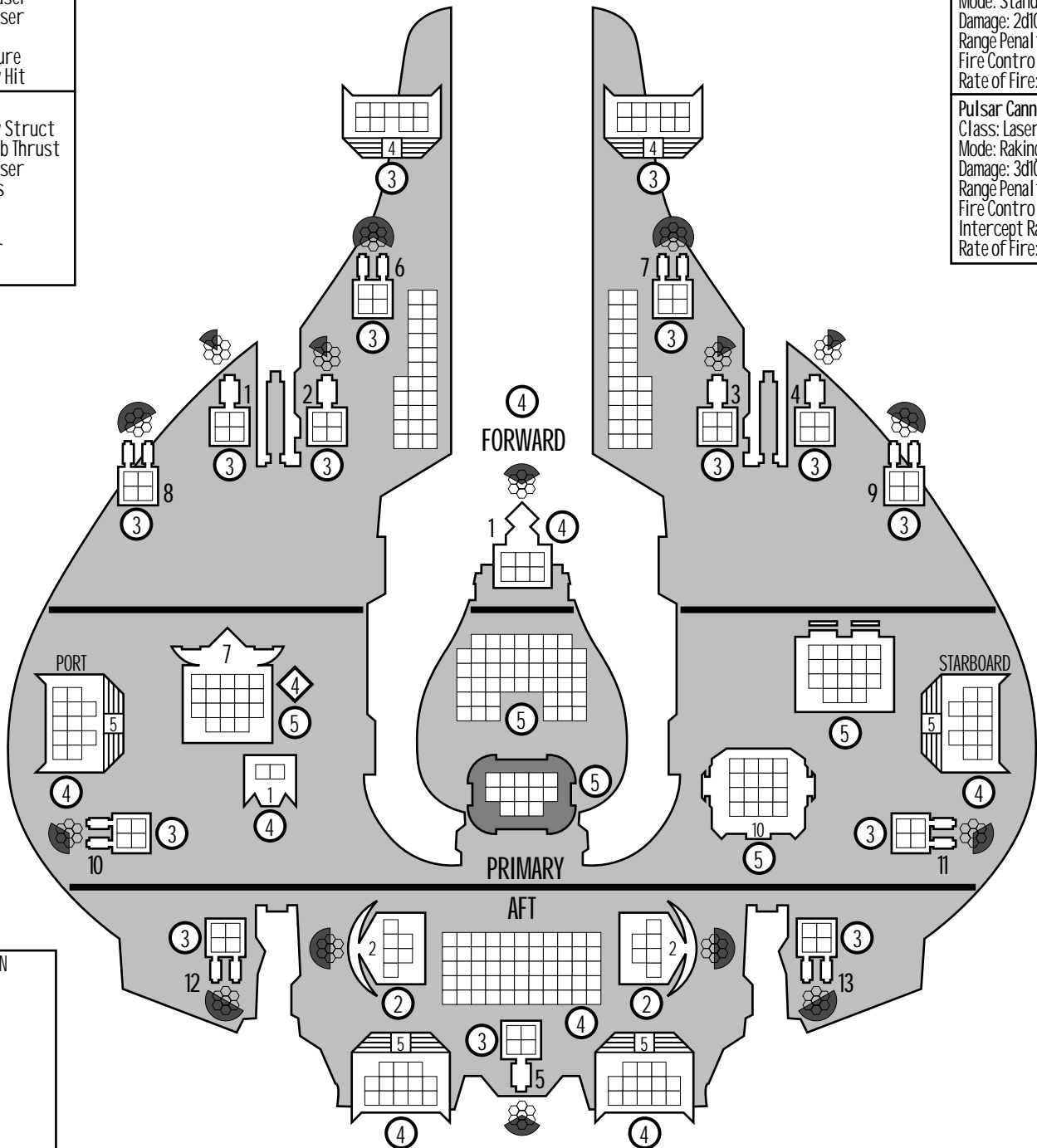
**PRIMARY HITS**  
1-7: Primary Struct  
8-10: Port/Stb Thrust  
11-12: Turbolaser  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## 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
-  Turbolaser
-  Pulsar Cannon
-  Shield
-  Mega-Laser Cannon

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