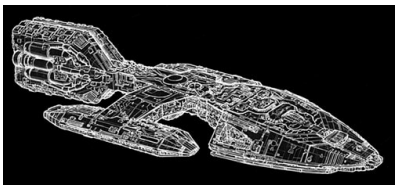


Name: Counter:

COLONIAL PROTECTOR

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service:1665	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value:1050	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor:260	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay:18 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12	13	14	15	16

FORWARD HITS
- 1-3: Retro Thrust
- 4: Heavy Pulsar
- 5-6: Medium Pulsar
- 7-8: Turbolaser
- 9-18: Forward Struct
- 19-20: Primary Hit

SIDE HITS
- 1-3: Port / Stb Thrust
- 4-6: Turbolaser
- 7-10: Hangar
- 11-18: Port / Stb Struct
- 19-20: Primary Hit

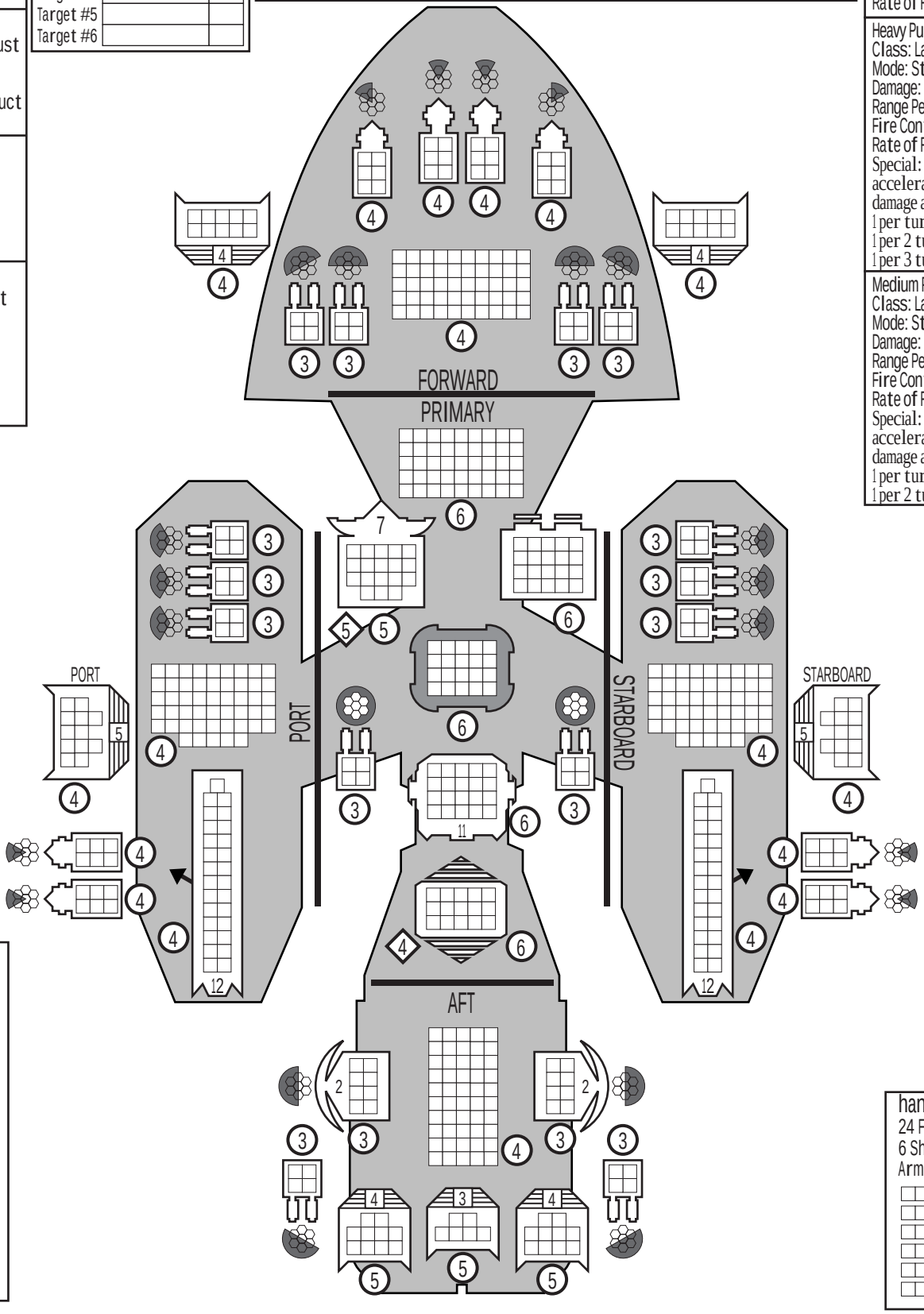
AFT HITS
- 1-5: Main Thrust
- 6-7: Shield
- 8-9: Turbolaser
- 10-18: Aft Struct
- 19-20: Primary Hit

PRIMARY HITS
- 1-8: Primary Struct
- 9-10: 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

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

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

ICON RECOGNITION
- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Turbolaser
- Shield
- Med Pulsar Laser
- Heavy Pulsar Laser

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