

Name:

Counter:

COLONIAL RANGER

SPECS

Class: Medium Ship
 In Service: 1833
 Point Value: 375
 Ramming Factor: 110
 Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 13
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +12

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	1	2	2	2	3	3	3	4	4	4	5	5	5	6

SPECIAL NOTES:
 Agile Ship

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Lt Pulsar
- 7-8: Telview Extension
- 9-10: Turbolaser
- 11-17: Structure
- 18-20: Primary Hit

SENSOR DATA

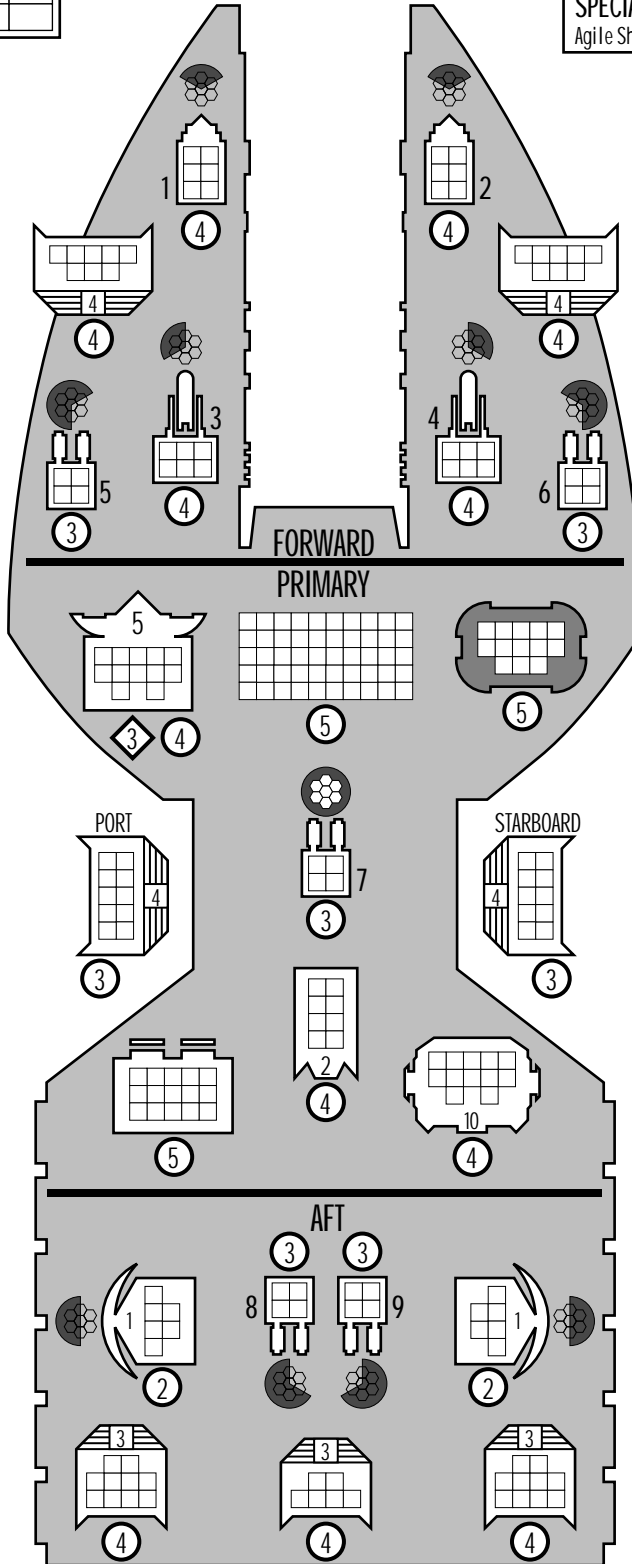
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

AFT HITS

- 1-5: Main Thrust
- 6-7: Turbolaser
- 8-9: Shield
- 10-17: Structure
- 18-20: Primary Hit

PRIMARY HITS

- 1-7: Port/Stb Thrust
- 8: Turbolaser
- 9-11: Sensors
- 12-14: Engine
- 15-17: Hangar
- 18-19: Reactor
- 20: C&C



hangar
 6 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12

ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Turbolaser
- Shield
- Lt Pulsar Laser
- Telview Extension

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: +3/+4/+5
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
- Light Pulsar Laser** 2
 Class: Laser
 Mode: Standard
 Damage: 2d10+4
 Range Penalty: -1 per 2 Hexes
 Fire Control: +3/+1/-2
 Rate of Fire: 1 per 2 turns
Special: Can fire at accelerated ROF for less damage as shown below: 1 per turn: 1d10+2
- Telview Extension** 0
 Optional Pods:
 Megatron Torpedo 3 4
 Class: Ballistic
 30 Missiles: 2
 pts Mode: Standard
 Damage: 12
 Range Penalty: None
 Max Range: 35 Hexes
 Fire Control: +4/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 2 per turn
- Solenite Missile** 3 4
 Class: Ballistic
 75 Missiles: 1
 pts Mode: Flash
 Damage: 60 (-1/hex)
 Range Penalty: None
 Fire Control: +5/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
- Turbolaser Battery** 3 4
 Class: Laser
 25 Mode: Standard
 pts Number of Guns: 2
 Damage: 1d10+2
 Range Penalty: -2 per hex
 Fire Control: +3/+4/+5
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
- Jammer Pod** 3 4
 50 pts 1 point of ELINT blanket protection. Is not cumulative with other ELINT functions.
- Sensor Pod** 3 4
 40 pts +3 DEW to any single target or flight per turn that is in arc. Is not cumulative with other pods.
- Defense Pod** 3 4
 40 pts +3 DEW vs any enemies that is in arc. Is not cumulative with other defense pods.

Only one pod per extension. Mark which extension has which pod using the boxes to the right of the option.