

Name:

Counter:

# COLONIAL SEARCHER

## SPECS

Class: Medium Ship  
 In Service: 1985  
 Point Value: 525  
 Ramming Factor: 45  
 Jump Delay: 28 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
 Stb/Port Defense: 13  
 Engine Efficiency: 2/1  
 Extra Power: +5  
 Initiative Bonus: +10

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	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11

## SPECIAL NOTES:

ELINT ship  
 Limited Deployment (10%)

## FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Turbolaser
- 8: Point Diverter
- 19-17: Structure
- 18-20: Primary Hit

## AFT HITS

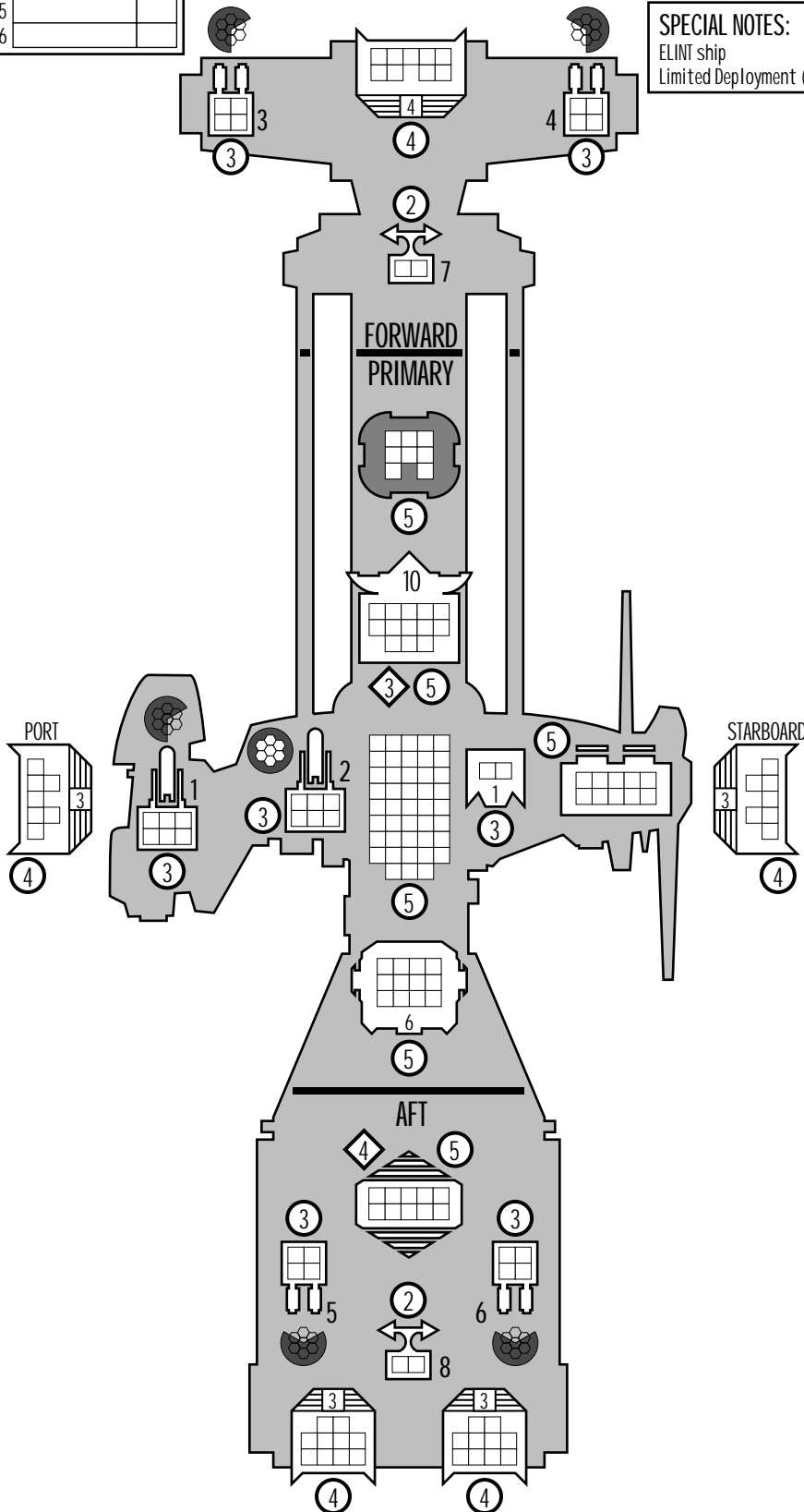
- 1-6: Main Thrust
- 7-8: Turbolaser
- 9: Point Diverter
- 10-11: Jump Engine
- 12-17: Structure
- 18-20: Primary Hit

## PRIMARY HITS

- 1-7: Port/Stb Thrust
- 8-9: Telview Extension
- 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		



## ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Turbolaser
- Telview Extension
- Point Diverter

## WEAPON DATA

**Point Diverter** 1  
 Each diverter on a section may be used to force a single volley that hits that section to re-roll its hit location once per turn.

**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

**Telview Extension** 0  
 Optional Pods:

**Megatron Torpedo** 1|2  
 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** 1|2  
 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** 1|2  
 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** 1|2  
 50 1 point of ELINT blanket  
 pts protection. Is not cumulative with other ELINT functions.

**Sensor Pod** 1|2  
 40 +3 OEW to any single  
 pts target or flight per turn that is in arc. Is not cumulative with other pods.

**Defense Pod** 1|2  
 40 +3 DEW vs any enemies  
 pts 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.

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