

Name:

Counter:

CYLON SKIRMISHER

SPECS

Class: Medium Ship
 In Service: Unknown
 Point Value: 425
 Ramming Factor: 55
 Jump Delay: n/a

MANEUVERING

Turn Cost: 1/3 x 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: 12
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +9

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

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

Turbopulsar Cannon
 Class: Laser
 Mode: Pulse
 Damage: 12 D5 times
 Maximum Pulses: 6
 Grouping Range: +1 per 5
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Rate of Fire: 1 per 3 turns

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Turbopulsar
- 7-8: Mega-Laser
- 9-10: Turbolaser
- 11-17: Structure
- 18-20: Primary Hit

SENSOR DATA

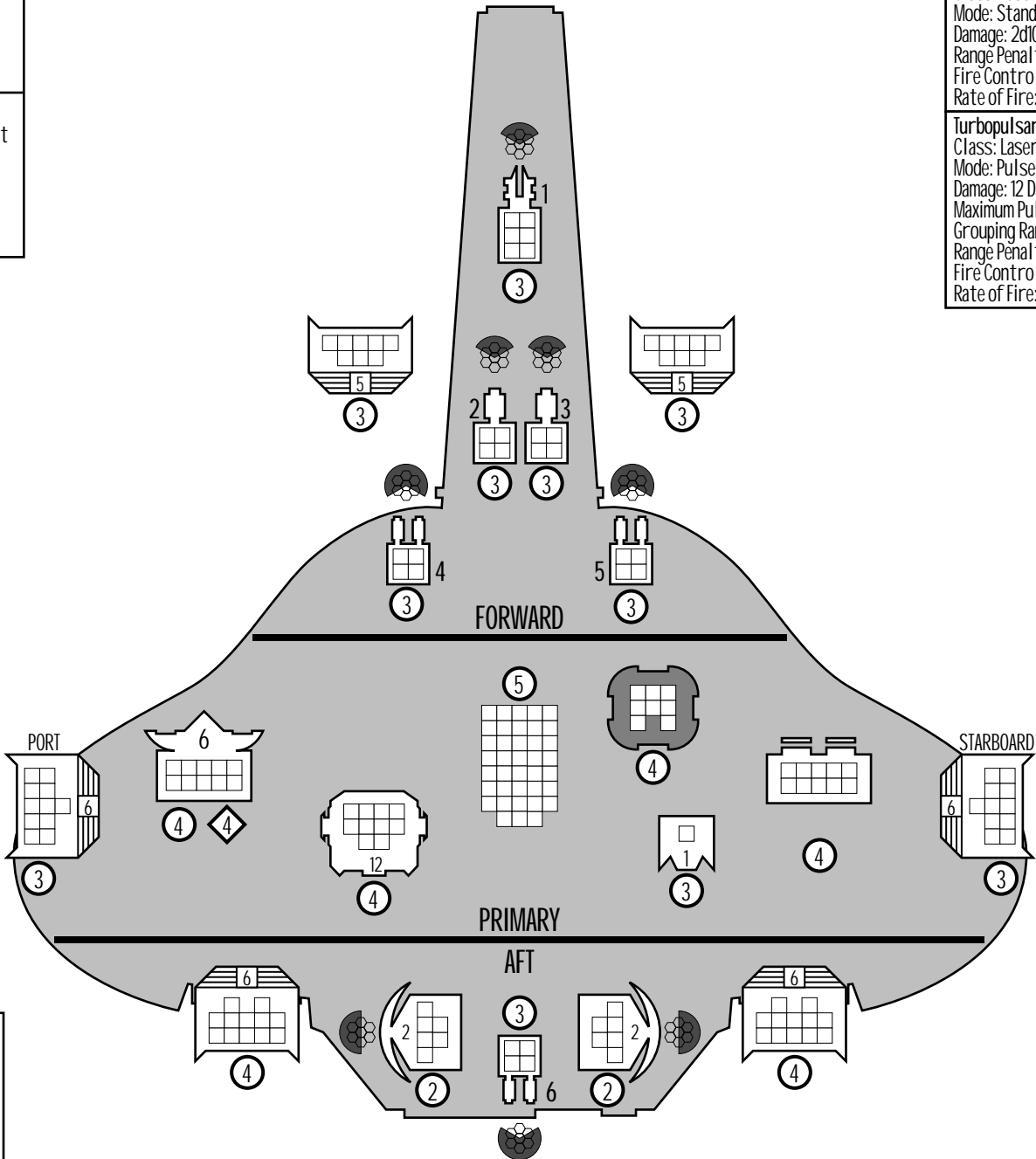
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

AFT HITS

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

PRIMARY HITS

- 1-9: Port/Stb Thrust
- 10-12: Sensors
- 13-15: Engine
- 16: Hangar
- 17-19: Reactor
- 20: C&C



ICON RECOGNITION

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

hangar
 1 Shuttle: Thrust: 4
 Armor: 1 Defense: 11/11

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