

INITIATIVE

NAME:

COUNTER:

CYLON STRIKER

SPECS

CLASS: MEDIUM SHIP
 IN SERVICE: UNKNOWN
 POINT VALUE: 280
 RAMMING FACTOR: 30
 JUMP DELAY: N/A

MANEUVERING

TURN COST: 1/3 x SPEED
 TURN DELAY: 1/2 SPEED
 ACCEL/DECAL COST: 2 THRUST
 PIVOT COST: 3+3 THRUST
 ROLL COST: 2+2 THRUST



COMBAT STATS



FWD/AFT DEFENSE: 12
 STB/PORT DEFENSE: 12
 ENGINE EFFICIENCY: 3/1
 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	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 BATTERY 
 CLASS: LASER
 MODE: STANDARD
 NUMBER OF GUNS: 2 (LINKED)
 DAMAGE: 2d10+8
 RANGE PENALTY: -1 PER HEX
 FIRE CONTROL: +3/+2/+1 
 INTERCEPT RATING: N/A
 RATE OF FIRE: 1 PER 2 TURNS

FORWARD HITS
 1-5: RETRO THRUST
 6-7: MEGA-LASER BATT
 8-9: TURBOLASER
 10-17: STRUCTURE
 18-20: PRIMARY HIT

SENSOR DATA

DEFENSIVE EW	
TARGET #1	
TARGET #2	
TARGET #3	
TARGET #4	
TARGET #5	
TARGET #6	

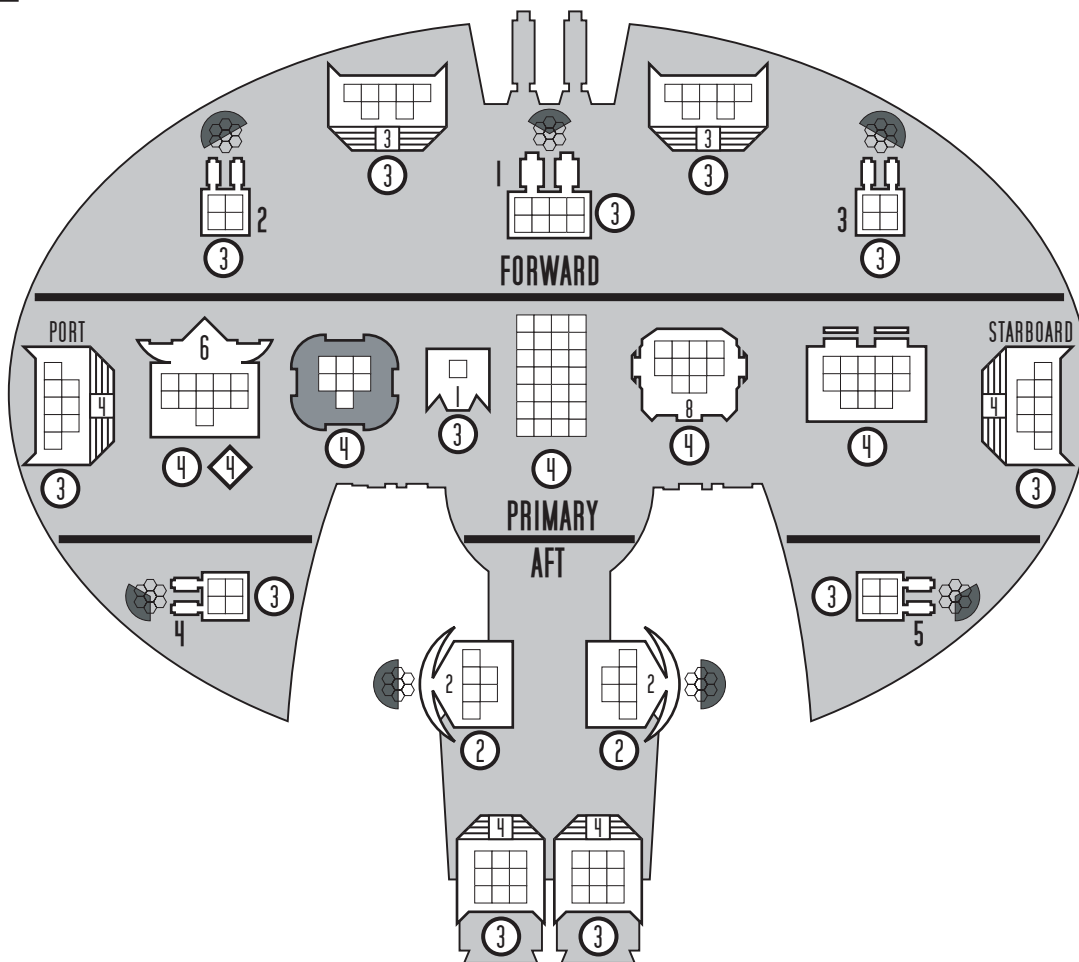
SPECIAL NOTES:

AGILE SHIP










AFT HITS
 1-6: MAIN THRUST
 7-8: TURBOLASER
 9-10: SHIELD
 11-17: STRUCTURE
 18-20: PRIMARY HIT

PRIMARY HITS
 1-8: PORT/STB THRUST
 9-11: SENSORS
 12-14: ENGINE
 15-16: HANGAR
 17-19: REACTOR
 20: C&C

TURN DELAY



ICON RECOGNITION

-  C&C
-  SENSORS
-  REACTOR
-  ENGINE
-  HANGAR
-  THRUSTER
-  TURBOLASER
-  SHIELD
-  MEGA-LASER BATTERY

HANGAR

1 SHUTTLE: THRUST: 4
 ARMOR: 1 DEFENSE: 11/11

