

Name:

Counter:

WEAPON DATA

CYLON TELEPORTATION RING

SPECS

Class: Enormous Unit
 In Service: Unknown
 Point Value: 2000
 Ramming Factor: +250
 Jump Delay: 0

MANEUVERING

Turn Cost: n/a
 Turn Delay: n/a
 Accel/Decel Cost: n/a
 Pivot Cost: n/a
 Roll Cost: n/a

COMBAT STATS

Fwd/Aft Defense: 26
 Stb/Port Defense: 26
 Engine Efficiency: n/a
 Extra Power: +20
 Initiative Bonus: n/a

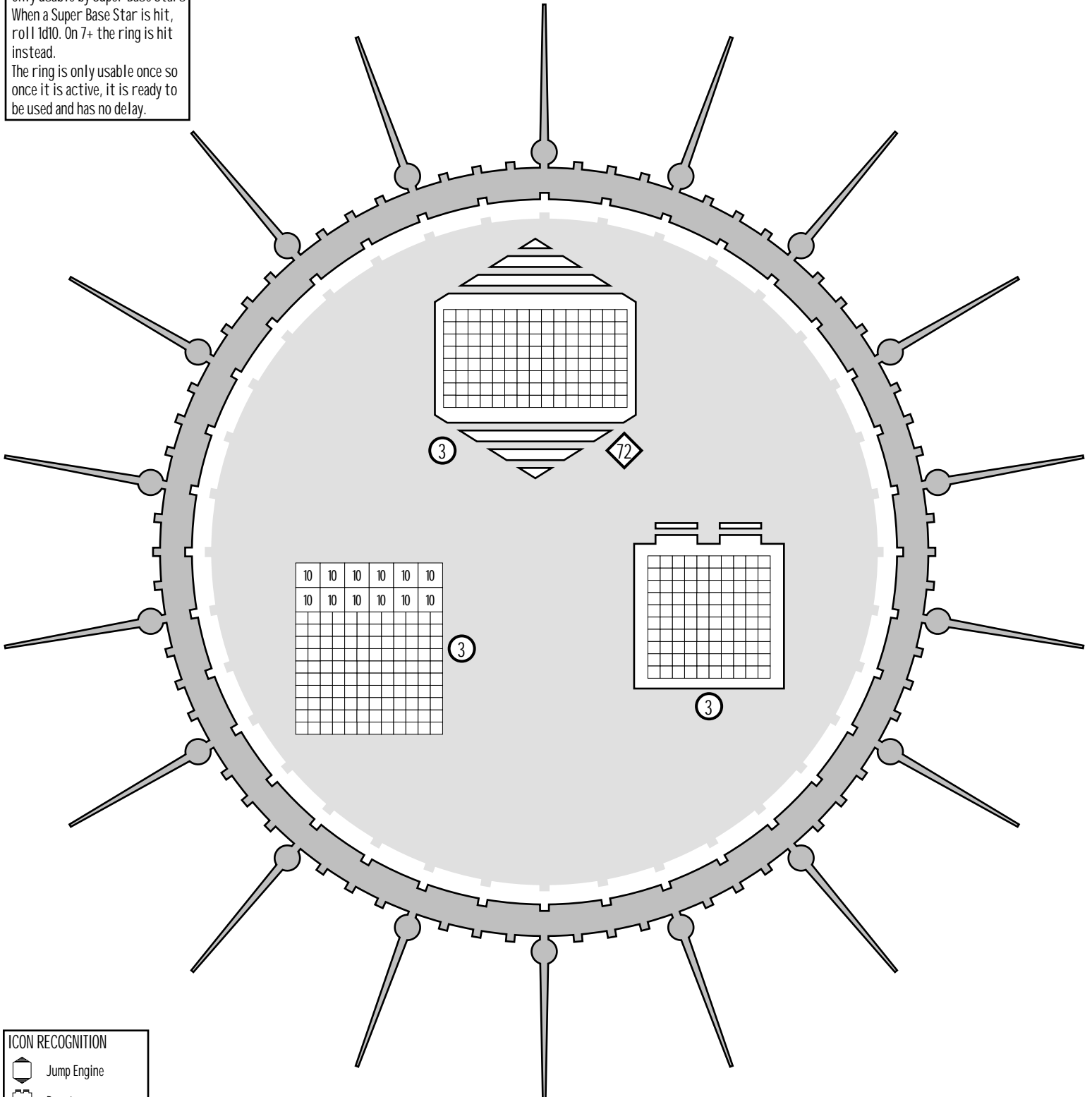
Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	n/a															
Turn Delay	n/a															

HITS



1-10: Structure
 11-15: Reactor
 16-20: Jump Drive

SPECIAL NOTES:

Only usable by Super Base Stars
 When a Super Base Star is hit, roll 1d10. On 7+ the ring is hit instead.
 The ring is only usable once so once it is active, it is ready to be used and has no delay.



ICON RECOGNITION

-  Jump Engine
-  Reactor