

Name:

Counter:

# CYLON WATCHER

## SPECS

Class: Medium Ship  
 In Service: Unknown  
 Point Value: 485  
 Ramming Factor: 50  
 Jump Delay: n/a

## MANEUVERING

Turn Cost: 1/3 x Speed  
 Turn Delay: 1/2 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: 11  
 Engine Efficiency: 2/1  
 Extra Power: 0  
 Initiative Bonus: +11

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 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	

## SIDE HITS

1-4: Port/Stb Thrust  
 5-7: Mega-Laser  
 8-10: Shield  
 11-17: Structure  
 18-20: Primary Hit

## SENSOR DATA

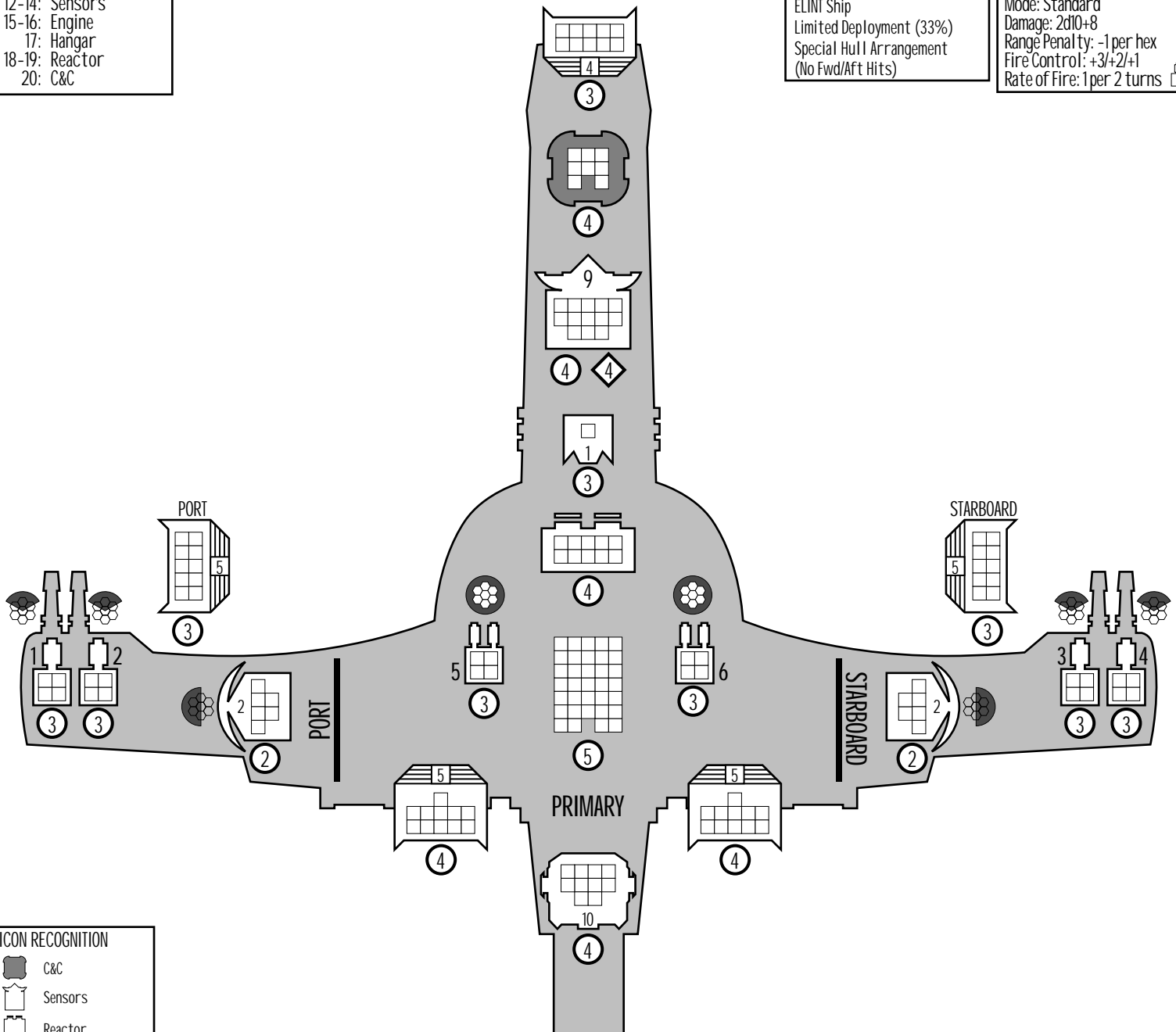
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## PRIMARY HITS

1-9: Fwd/Aft Thrust  
 10-11: Turbolaser  
 12-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C&C

## SPECIAL NOTES:

Agile Ship  
 ELINT Ship  
 Limited Deployment (33%)  
 Special Hull Arrangement  
 (No Fwd/Aft Hits)



## ICON RECOGNITION

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

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