

INITIATIVE

NAME:

COUNTER:

SPEED

# CYLON WATCHER

## SPECS

CLASS: MEDIUM SHIP  
 IN SERVICE: UNKNOWN  
 POINT VALUE: 485  
 RAMMING FACTOR: 50  
 JUMP DELAY: 26 TURNS

## MANEUVERING


TURN COST: 1/3 x SPEED  
 TURN DELAY: 1/2 SPEED  
 ACCEL/DECAL 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

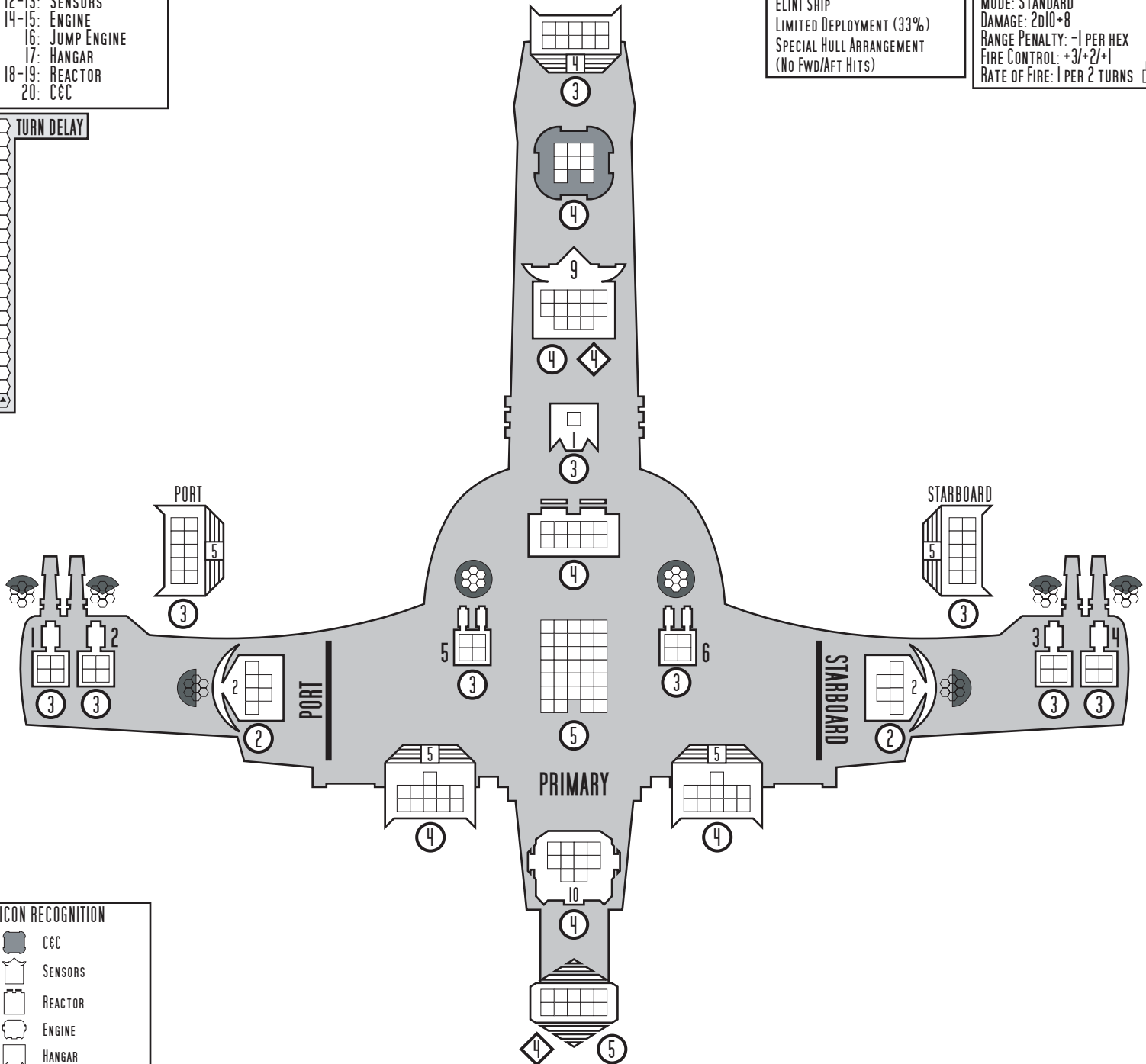
DEFENSIVE EW		
TARGET #1		
TARGET #2		
TARGET #3		
TARGET #4		
TARGET #5		
TARGET #6		

**PRIMARY HITS**  
 1-9: FWD/AFT THRUST  
 10-11: TURBOLASER  
 12-13: SENSORS  
 14-15: ENGINE  
 16: JUMP 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)

## TURN DELAY



## ICON RECOGNITION

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

## HANGAR

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

