| INITIATIVE |
|---|
| SPEED |

Name: Counter:

# COLONIAL WARDEN

## SPECS
Class: Hvy Combat Vsl
In Service: 1412
Point Value: 400
Ramming Factor: 160
Jump Delay: 18 Turns

## MANEUVERING
Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

## COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +12

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

## WEAPON DATA

**Shield** (4)
Subtract Shield Factor from incoming damage.

**Turbolaser Battery** (1)
Class: Laser
Mode: Standard
Number of Guns: 2 (Linked)
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn

**Light Pulsar Laser** (2)
Class: Laser
Mode: Standard
Damage: 2d10+4
Range Penalty: -1 per 2 Hexes
Fire Control: +3/+1/-2
Rate of Fire: 1 per 2 turns
*Special: Can fire at accelerated ROF for less damage as shown below:*
*1 per turn: 1d10+2*

**Mega Metron Missile** (0)
Class: Ballistic
Mode: Standard
Damage: 25
Range Penalty: None
Min Launch Range: 25 Hexes
Max Range: 50 Hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

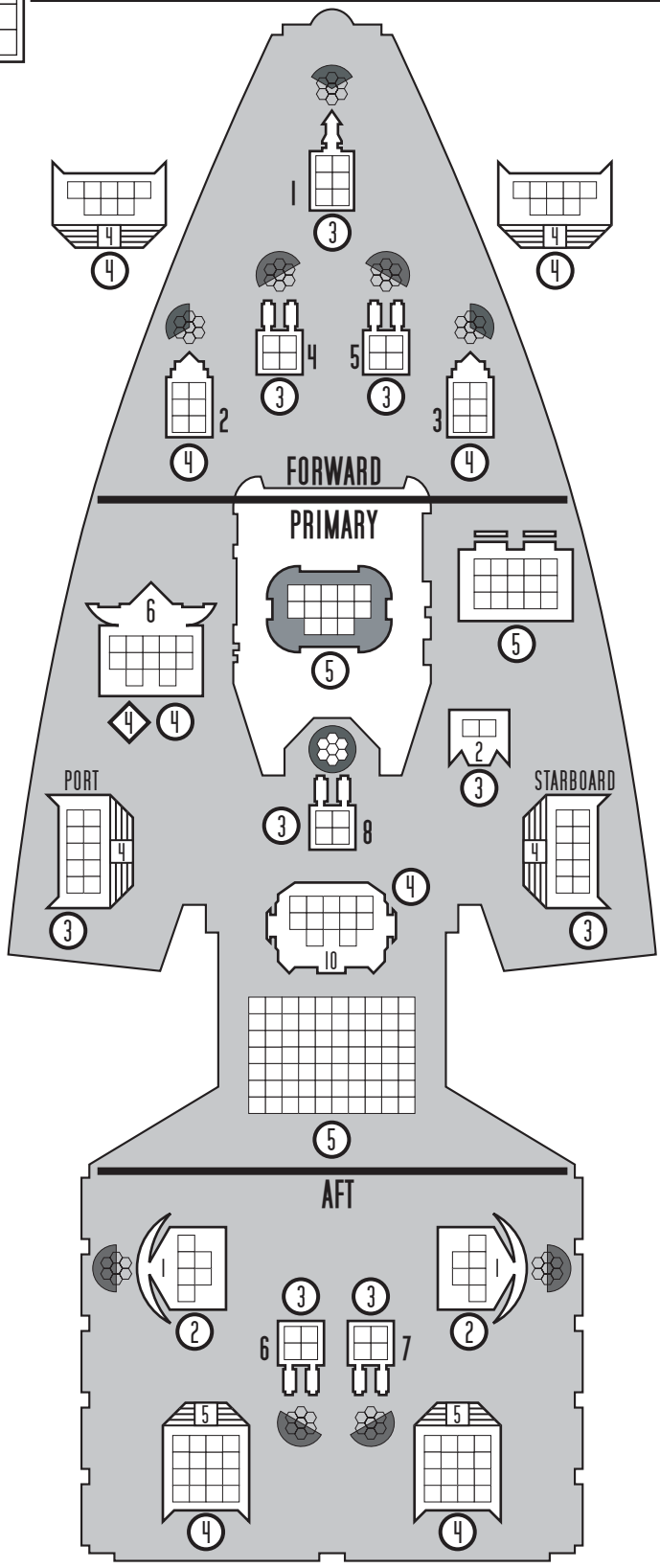
## FORWARD HITS
1-4: Retro Thrust
5: Mega Metron Miss
6-7: Lt Pulsar Laser
8-9: Turbolaser
10-17: Forward Struct
18-20: Primary Hit

## AFT HITS
1-5: Main Thrust
6-7: Turbolaser
8-9: Shield
10-17: Aft Struct
18-20: Primary Hit

## PRIMARY HITS
1-8: Primary Struct
9-10: Hangar
11-12: Sensors
13-15: Engine
16-17: Jump Drive
18-19: Reactor
20: C&C

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

## TURN DELAY




## ICON RECOGNITION
C&C
Sensors
Reactor
Engine
Hangar
Thruster
Turbolaser
Shield
Lt Pulsar Laser
Mega Metron Missile

## MISSILES
Rack #1

## HANGAR
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12