

INITIATIVE

SPEED

Name: _____ Counter: _____

CYLON BASE STAR (Missile Variant)

SPECS Class: Capital Ship In Service: Unknown Point Value: 2500 Ramming Factor: 630 Jump Delay: 24 Turns	MANEUVERING Turn Cost: 2 x Speed Turn Delay: 2 x Speed Accel/Decel Cost: 5 Thrust Pivot Cost: 0+0 Thrust Roll Cost: n/a	COMBAT STATS Fwd/Aft Defense: 17 Stb/Port Defense: 17 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0
--	---	--

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32

WEAPON DATA	
Solenite Missile Class: Ballistic Mode: Flash Damage: 60 (-1/hex) Range Penalty: None Fire Control: +5/+3/- Intercept Rating: n/a Rate of Fire: 1 per turn	0
Shield Subtract Shield Factor from incoming damage.	4
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	1
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	1

- SECTION HITS**
1-3: Thruster
4-6: Any Weapon
7: Heavy Weapon
8-11: Hangar
12-18: Structure
19-20: Primary Hit
- PRIMARY HITS**
1-8: Primary Struct
9-10: Weapon
11-12: Sensors
13-14: Engine
15: Shield
16-17: Jump Drive
18-19: Reactor
20: C&C

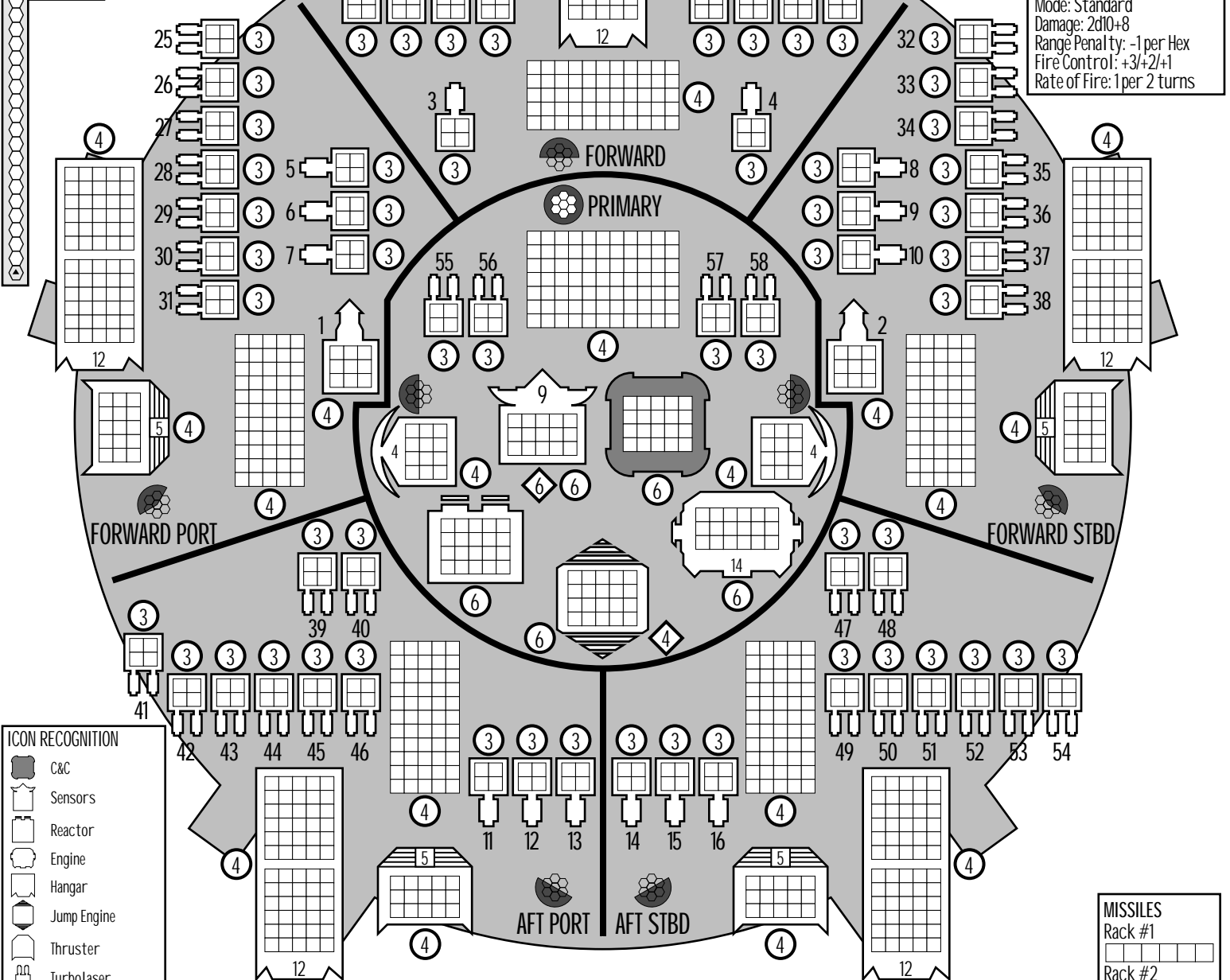
SENSOR DATA

Defensive EW

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

SPECIAL NOTES:
Gravitic Drive
Atmospheric Capable
Double Hangar Icons - Each hangar structure block is treated as a separate hangar

TURN DELAY



- ICON RECOGNITION**
- C&C
 - Sensors
 - Reactor
 - Engine
 - Hangar
 - Jump Engine
 - Thruster
 - Turbolaser
 - Solenite Missile
 - Shield
 - Mega-Laser Cannon

MISSILES

Rack #1

--	--	--	--	--	--

Rack #2

--	--	--	--	--	--

OUTER HANGARS
30 Fighters