

Name:

Counter:

# CYLON BASE STAR

## 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

Mega-Pulsar  
 Class: Laser  
 Mode: Raking  
 Damage: 5d10+25  
 Range Penalty: -1 per 3 Hexes  
 Fire Control: +5/+3/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 5 turns

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

## SECTION HITS

- 1-3: Thruster
- 4-6: Any Weapon
- 7: Heavy Weapon
- 8-11: Hangar
- 12-18: Structure
- 19-20: Primary Hit

## SENSOR DATA

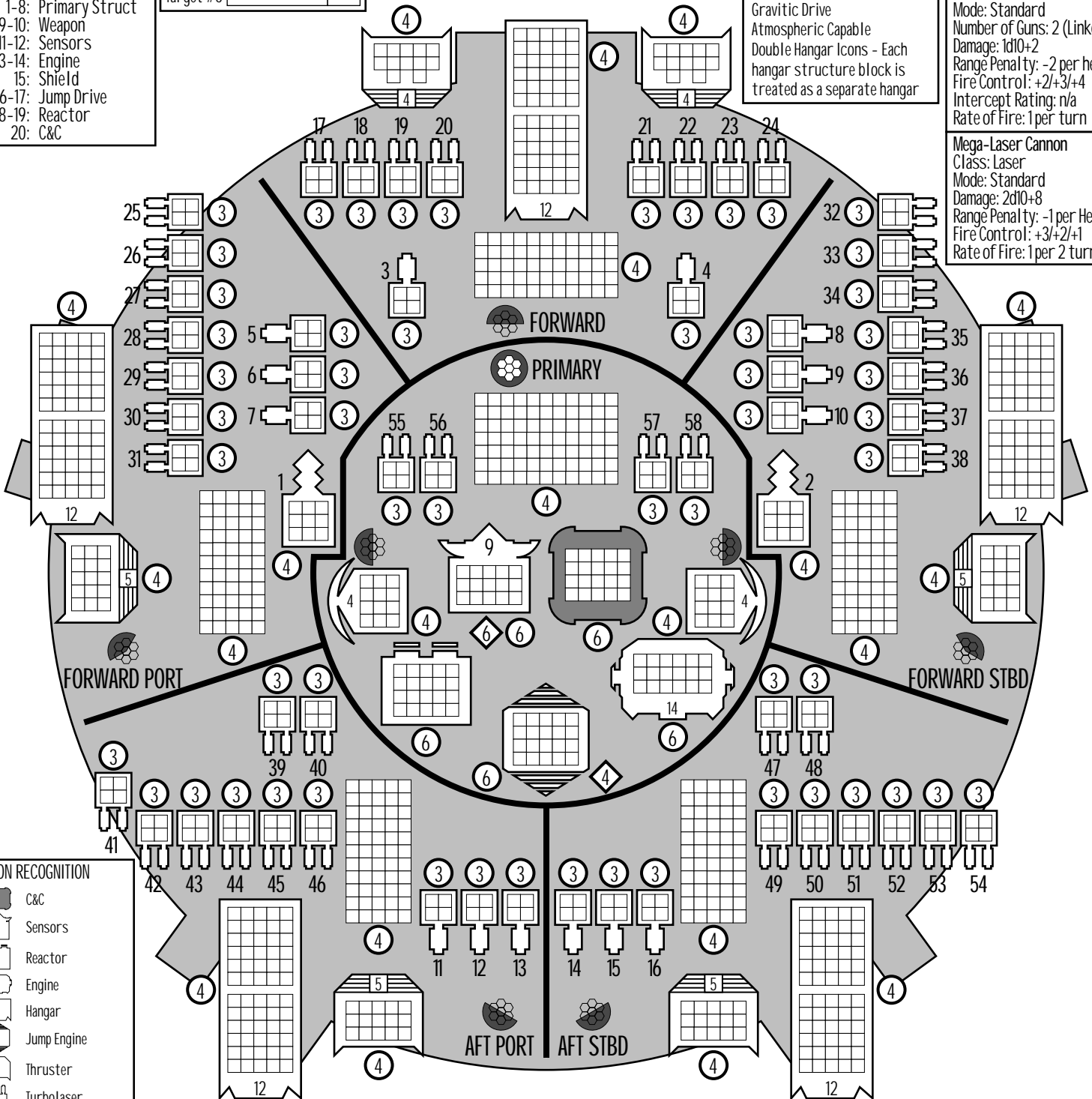
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## 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

## SPECIAL NOTES:

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



## ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- Turbolaser
- Mega-Pulsar
- Shield
- Mega-Laser Cannon

OUTER HANGARS  
 30 Fighters