

Name:

Counter:



SPECIAL NOTES:

Gravitic Drive
Limited Deployment (10%)
Triple Hangar Icons - Each hangar structure block is treated as a separate hangar

CYLON SUPER BASE STAR

SPECS

Class: Enormous Unit
In Service: Unknown
Point Value: 4500
Ramming Factor: 750
Jump Delay: n/a

MANEUVERING

Turn Cost: 4 x Speed
Turn Delay: 4 x Speed
Accel/Decel Cost: 8 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: n/a

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 20
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	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64
Turn Delay	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64

WEAPON DATA

Mega-Pulsar 5
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 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: +2/+3/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn

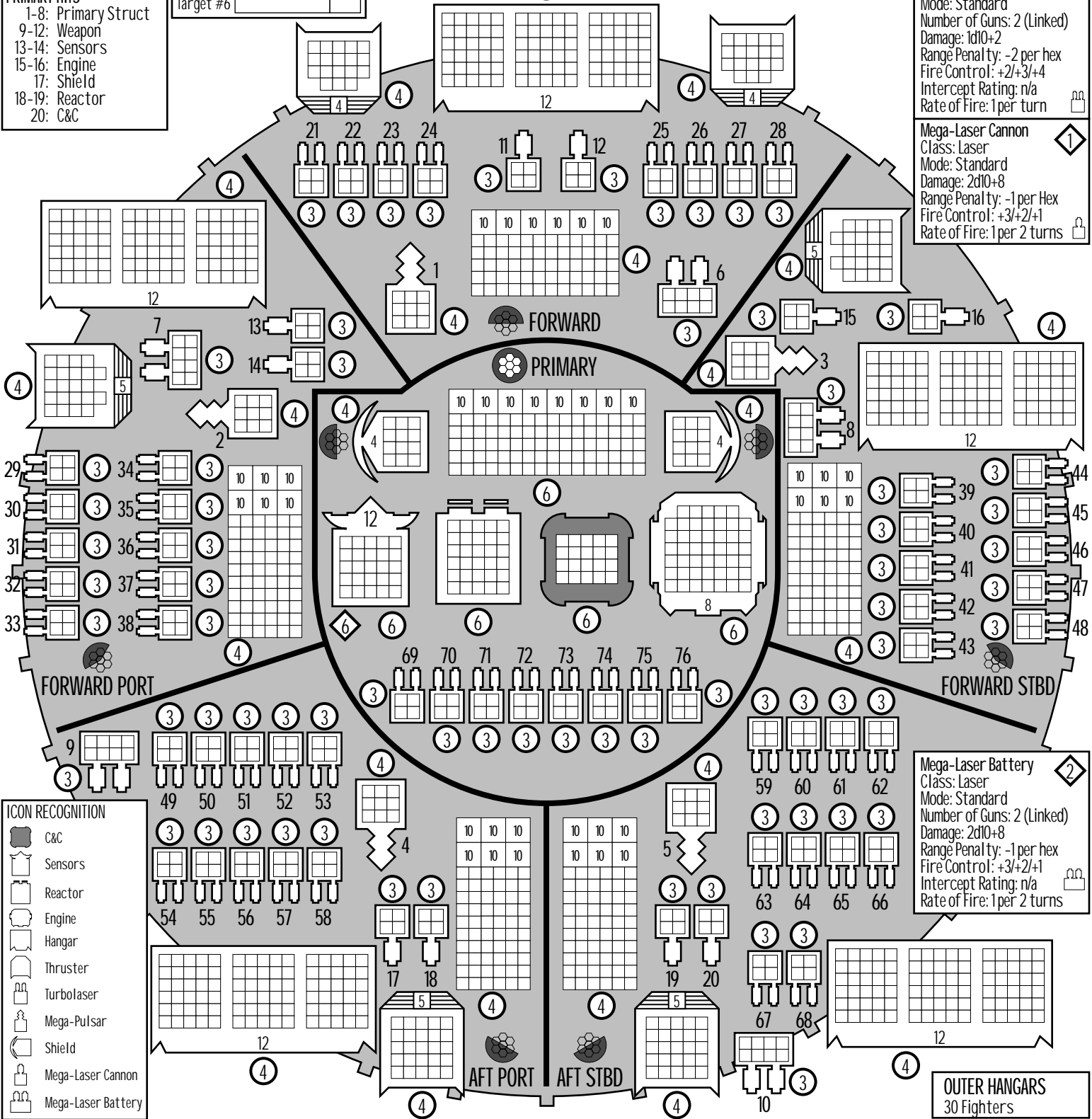
Mega-Laser Cannon 1
Class: Laser
Mode: Standard
Damage: 2d10+8
Range Penalty: -1 per Hex
Fire Control: +3/+2/+1
Rate of Fire: 1 per 2 turns

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

SENSOR DATA

Defensive EW

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



- ICON RECOGNITION**
- C&C
 - Sensors
 - Reactor
 - Engine
 - Hangar
 - Thruster
 - Turbolaser
 - Mega-Pulsar
 - Shield
 - Mega-Laser Cannon
 - Mega-Laser Battery

Mega-Laser Battery 2
Class: Laser
Mode: Standard
Number of Guns: 2 (Linked)
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

OUTER HANGARS
30 Fighters