

Name:

Counter:

# CYLON WAR STAR

## SPECS

Class: Capital Ship  
 In Service: Unknown  
 Point Value: 1500  
 Ramming Factor: 280  
 Jump Delay: 18 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: 16  
 Stb/Port Defense: 16  
 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

## SPECIAL NOTES:

Gravitic Drive  
 Atmospheric Capable

## 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

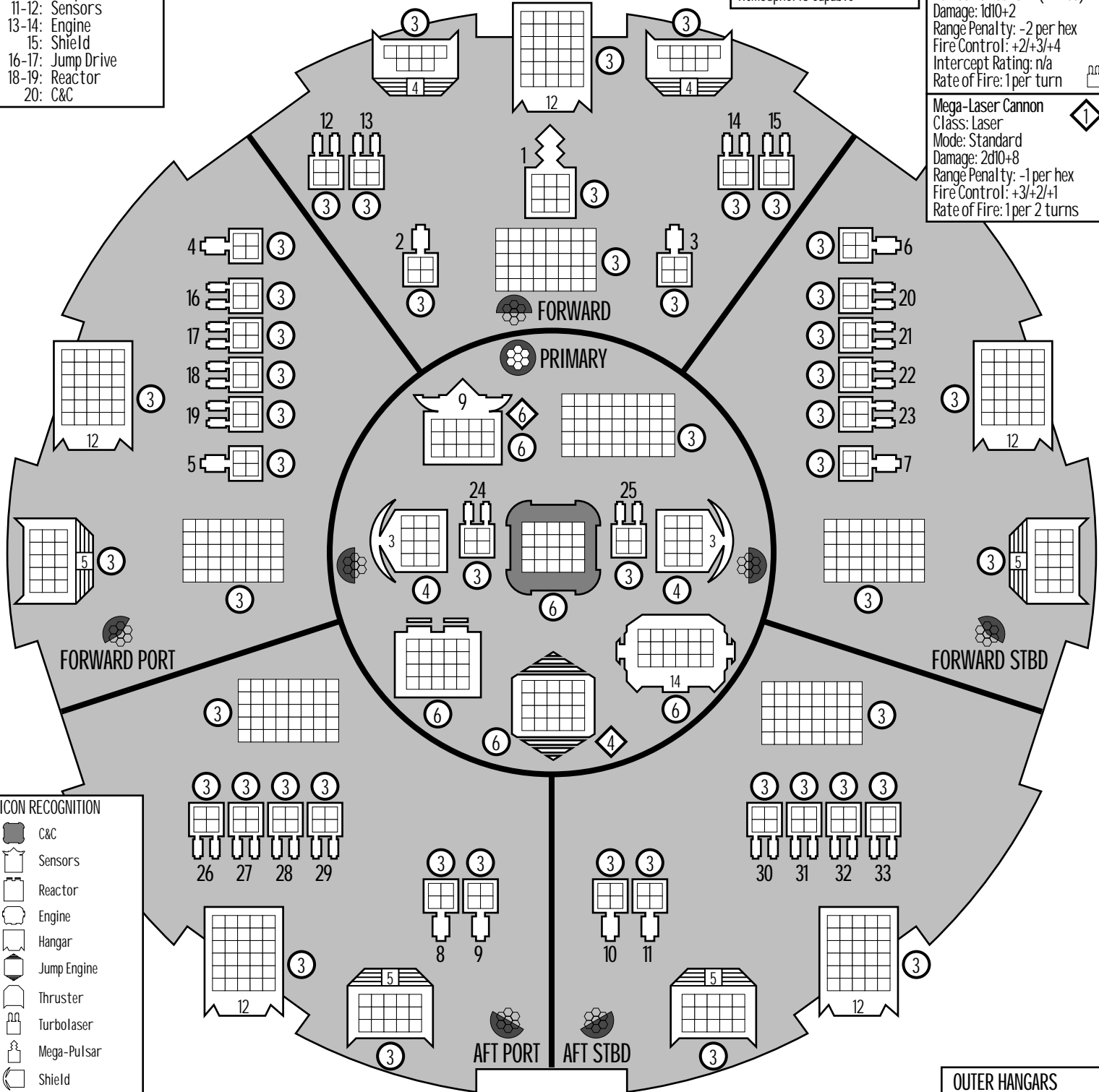
**Mega-Laser Cannon** 1  
 Class: Laser  
 Mode: Standard  
 Damage: 2d10+8  
 Range Penalty: -1 per hex  
 Fire Control: +3/+2/+1  
 Rate of Fire: 1 per 2 turns

- 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  
 9-10: 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		



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

**OUTER HANGARS**  
 30 Fighters