

INITIATIVE

SPEED

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


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
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Pulsar Cannon 
 Class: Laser
 Mode: Raking
 Damage: 3d10+18
 Range Penalty: -1 per 2 Hexes
 Fire Control: +4/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

SPECIAL NOTES:

Gravitic Drive
 Atmospheric Capable

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

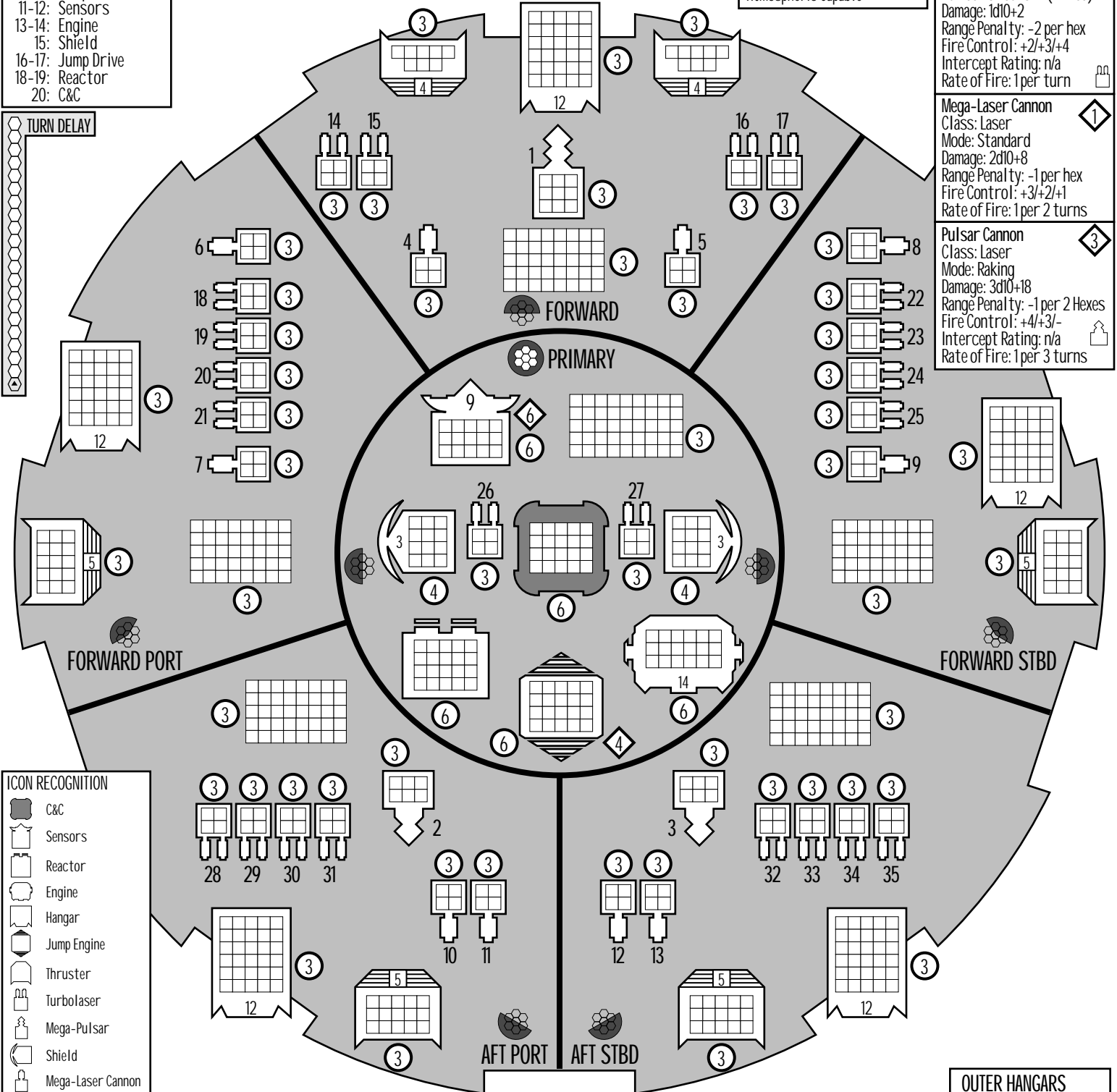
SENSOR DATA

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

TURN DELAY



ICON RECOGNITION

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

OUTER HANGARS
 30 Fighters