

Colonial Battlestar

SPECS

Class: Capital Ship
In Service:
Point Value: 1400
Ramming Factor: 400
Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust



COMBAT STATS

Fwd/Aft Defense: 17(15)
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0




Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

PDW

Class: Particle 
Modes: Standard 
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: +1/+1/+6
Intercept Rating: -3
Rate of Fire: 1 per turn

Artillery

Attack Mode 
Class: Particle 
Modes: Standard 
Damage: 2d10+5
Range Penalty: -1 per 2 hex
Fire Control: +3/+2/-2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Barrage Mode

Class: Particle
Modes: Semi-flash
Damage: 1d6+1
Range Penalty: Max 5 hex
Fire Control: Specify Hex
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Hangers

24 Fighters Each
4 Shuttles Each

Launch Tubes

12 Fighters Each
Transfer 6 per turn

SPECIAL NOTES

Twin FTL Drives
Retractable Hangers
Launch Tubes

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS

1-3: Retro Thrust
4-5: Main Thrust
6-7: PDW
8-9: Artillery
10-18: Fwd Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: PDW
4-6: Artillery
7-11: Hanger
12-13: Launch Tube
14-18: Pt/Stbd Structure
19-20: PRIMARY Hit












AFT HITS

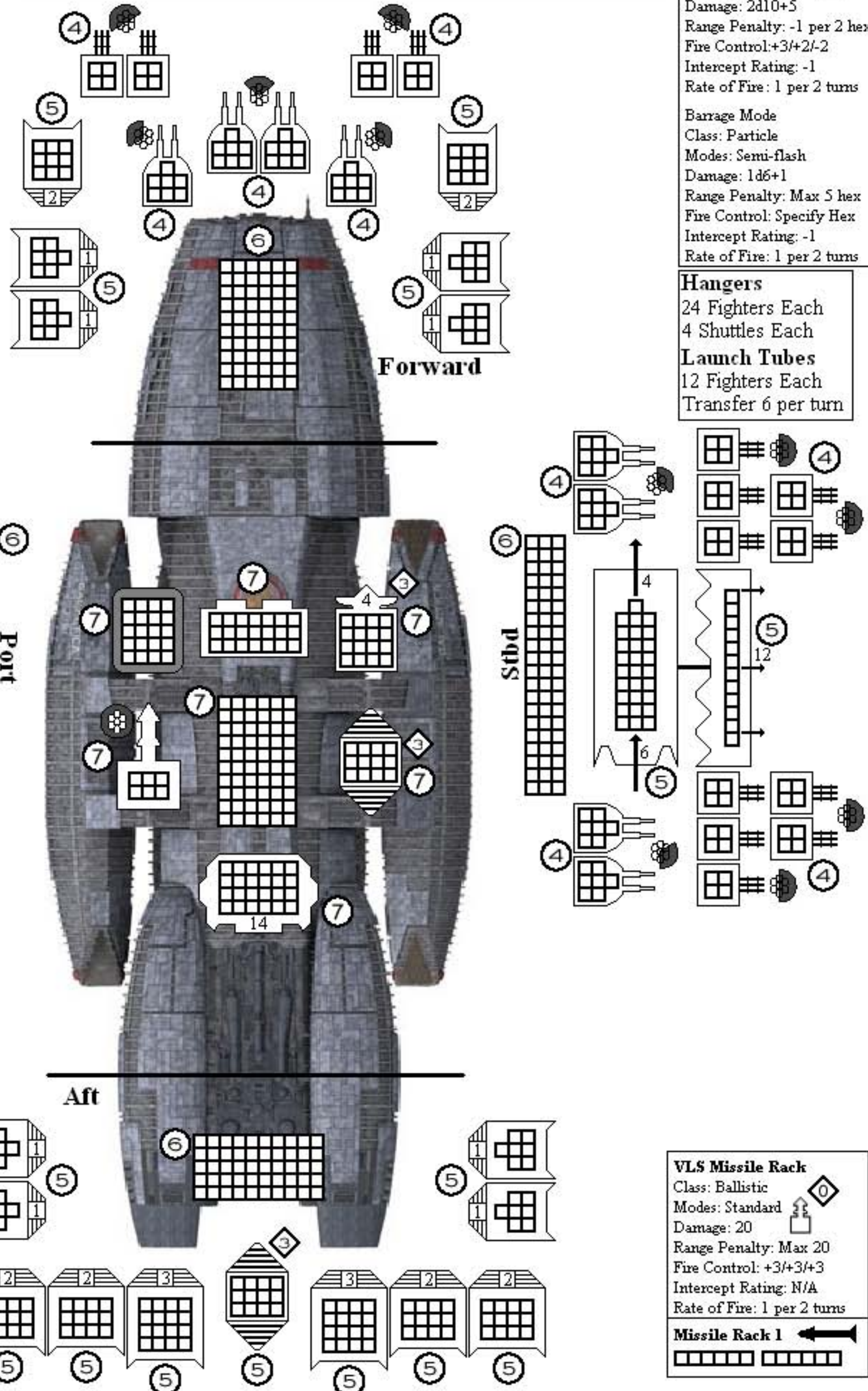
1-6: Main Thrust
7-8: Main Thrust
8-9: FTL Drive
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS



1-2: Missile Rack
3-4: Sensor
5-6: FTL Drive
7-9: Reactor
10-12: Engine
13-14: C & C
15-20: Primary Struc

ICON RECOGNITION

 Thruster
 C & C
 Sensor
 Engine
 Reactor
 Hanger
 Launch Tube
 FTL Drive
 VLS Tube
 PDW
 Artillery



VLS Missile Rack

Class: Ballistic 
Modes: Standard 
Damage: 20
Range Penalty: Max 20
Fire Control: +3/+3/+3
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

Missile Rack 1

