



Variant (Uncommon)

Name:

Counter:

CYLON BASE STAR

SPECS

Class: Capital Ship
In Service: Unknown
Point Value: 2300
Ramming Factor: 630
FTL 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

OUTER HANGARS
30 Fighters

SECTION HITS

1-3: Thruster
4-6: Any Weapon
7: Heavy Weapon
8-13: Hangar
14-18: Structure
19-20: Primary Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Weapon
11-12: Sensors
13-14: Engine
15-17: Jump Drive
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

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

WEAPON DATA

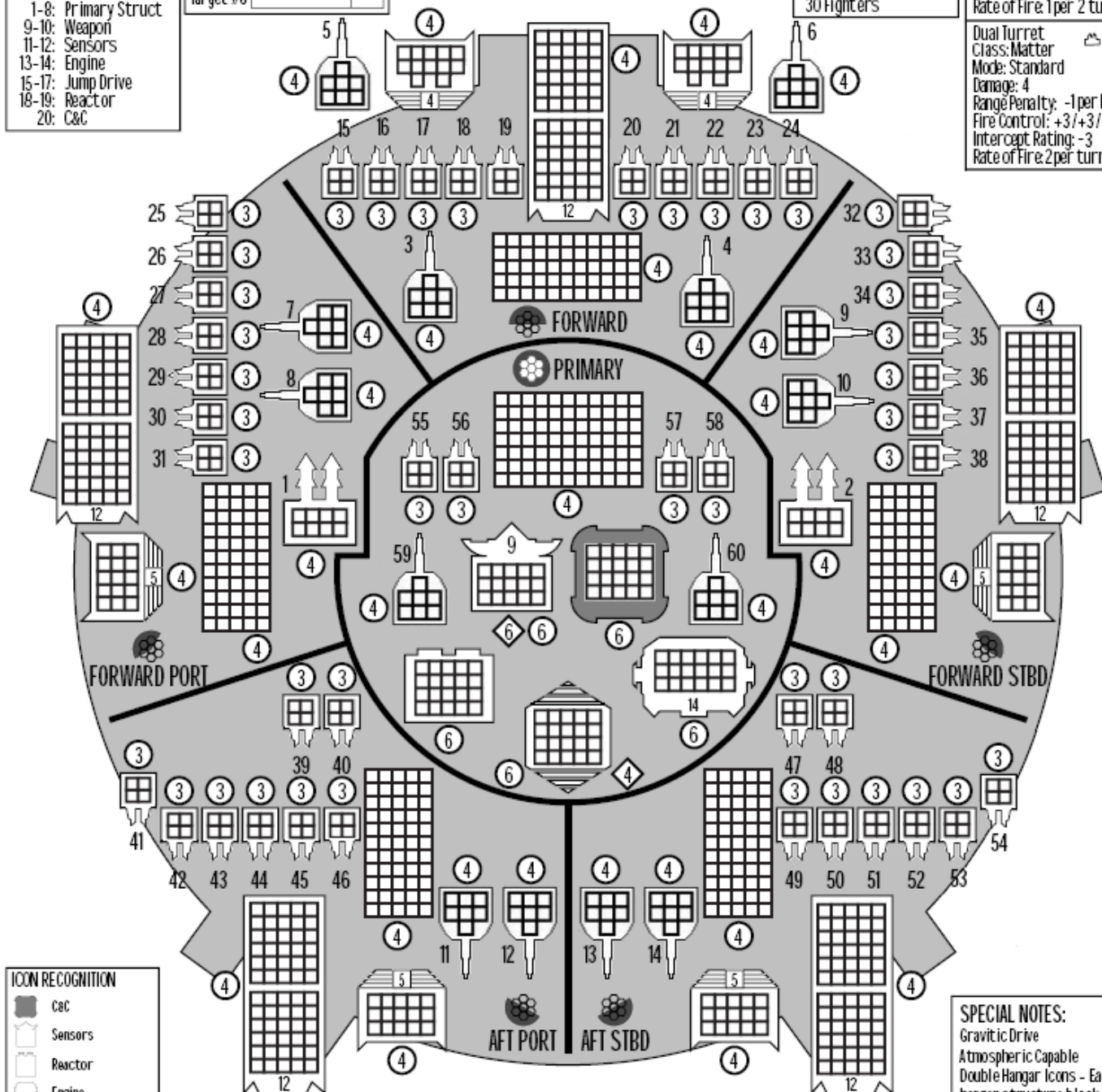
Class: LH Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None +10
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Heavy Cannon

Class: Matter
Mode: Standard
Damage: 1d10+6
Range Penalty: -1 per 4 Hexes
Fire Control: +3/+2/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Dual Turret

Class: Matter
Mode: Standard
Damage: 4
Range Penalty: -1 per Hex
Fire Control: +3/+3/+3
Intercept Rating: -3
Rate of Fire: 2 per turn



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster

SPECIAL NOTES:

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

SCS by Knavel