



# Cylon Basestar (Mark II)

## SPECS

Class: Capital Ship  
In Service: unknown  
Point Value: 900  
Ramming Factor: 190  
FTL Delay: 5 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Sth/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +1

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	2	3	4	4	5	6	6	7	8	8

## SPECIAL NOTES

Gravitic Drive

## HANGAR

36 Ultralight Fighters

## Primary Hangar

12 Shuttles or 4 Heavy Raiders

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## FORWARD HITS

1-5: Retro Thrusters  
6-7: Class F Miss Rack  
8-11: Hangar  
12-18: Fwd Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Sth Thrust  
5-7: Class-F Miss Rack  
9-11: Hangar  
12-18: Port/Sth Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Class-F Miss Rack  
9-11: Hangar  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Reload Rack  
11-12: Jump Engine  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## BATTLESTAR GALACTICA WARS

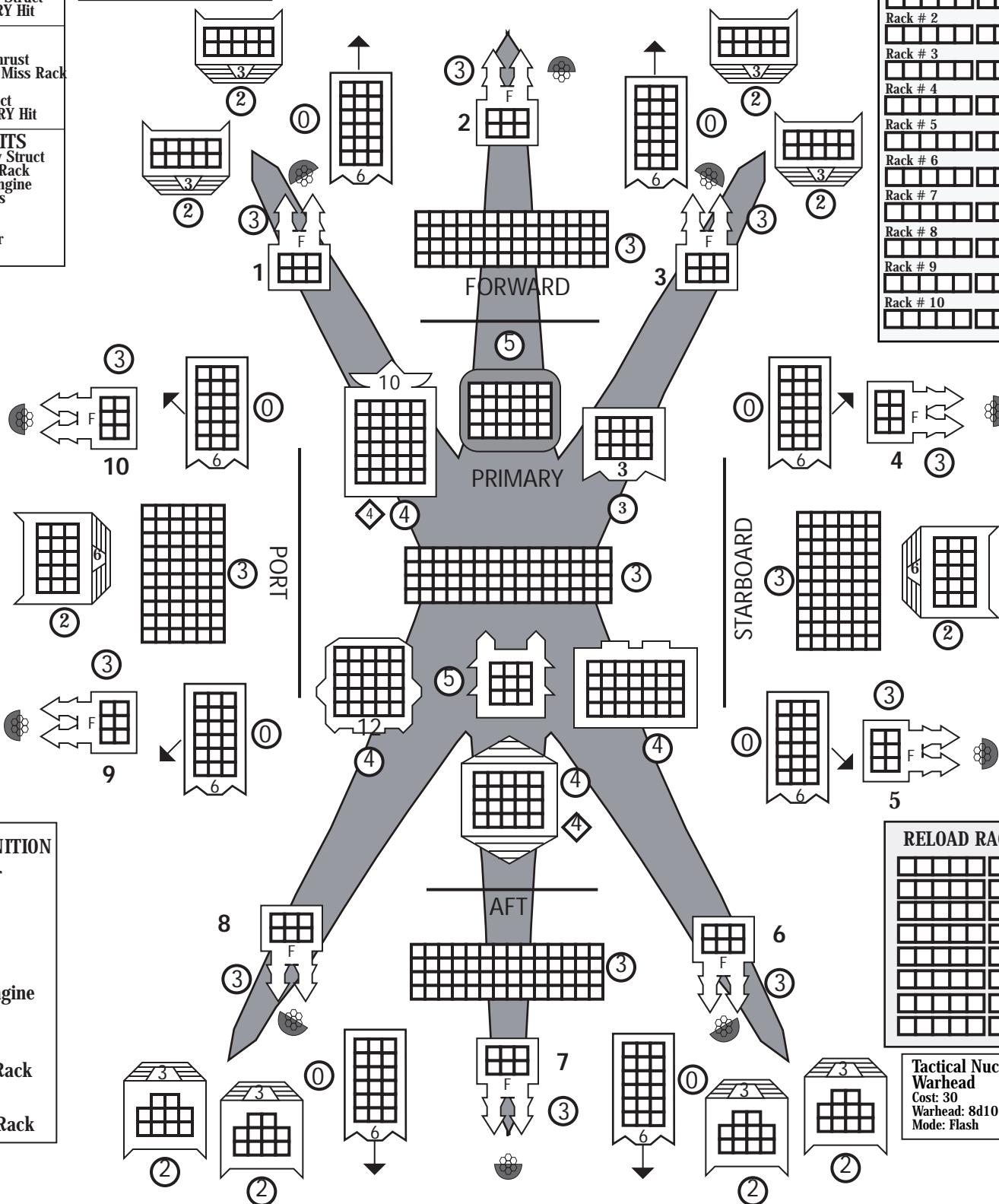
## WEAPON DATA

### Class-F Missile Rack

Class: Ballistic  
Missiles: 10  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: Varies  
Can fire as a class-S, class-L, or class-R rack.  
-2 Fire Control if firing as Class-R  
Can't fire in next round if firing as Class-L

## MISSILES

Rack # 1	
Rack # 2	
Rack # 3	
Rack # 4	
Rack # 5	
Rack # 6	
Rack # 7	
Rack # 8	
Rack # 9	
Rack # 10	



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Reload Rack
- Class-F Missile Rack

## RELOAD RACK


## Tactical Nuclear Warhead

Cost: 30  
Warhead: 8d10+40  
Mode: Flash