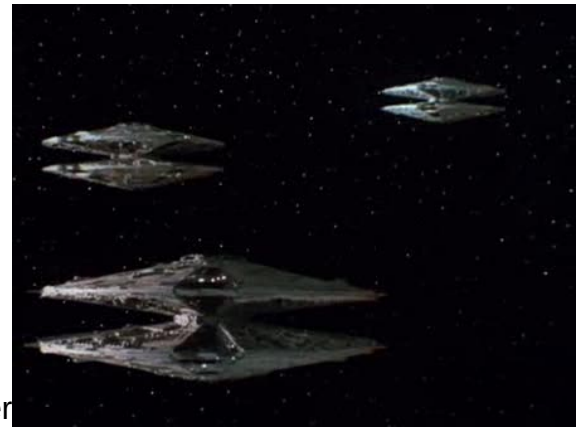
Starships D6 / Cylon Basestar (Original Serie



Cylon Basestar

Craft: Cylon Basestar
Type: Cylon Alliance Mobile Battle Station
Scale: Capital
Dimensions:
-Length: 1,100m
-Width: 1,100m
Skill: Capital Starship Piloting: Basestar
Crew: 2,000 Centurions (with one Command Centurion per platoon); 1 Command Unit (such as an IL-series, Baltar the traitor, or even the Imperious Leader itself).
Crew Skill: (?)
Passengers: N/A (Though, potentially could house roughly 500 Humans as crew if converted for their use, or 100 captives/passengers if take in by the Cylons and allowed living space, but Cylons usually do not take captives).
Cargo Capacity: 5,000 metric tons.
Consumables: N/A (Cylons do not need these, but if converted for Human use, could carry 6 months worth).
Cost: N/A
Hyperdrive: N/A (relies on Lightspeed-capable engines)
Nav Computer: Yes (but for Lightspeed travel, not FTL, also for Logistics with Cylon Raiders)
Maneuverability: 0D
Space: 5 (Combat Speed when engaging enemies; Maximum Speed is Lightspeed)
Hull: 5D
Shields: 3D
Sensors:
-Passive: 25/1D+1
-Scan: 40/2D
-Search: 75/3D
-Focus: 4/3D+2

EXTRA SHIPS:
-150 Raiders (4 squadrons)
-12 Surface Transports.
-6 Drop Ships.

WEAPONS:
2 Heavy Mega Pulsar Cannons
  Location: Dorsal and ventral center sections of the ship
  Fire Arc: "turret".
  Crew: 2 (bridge crew)
  Skill: Capital Sharship Gunnery
  Scale: Capital

Fire Control: 0D
Space Range: 6-30/50/100
Atmosphere Range: 600-3/5/10km
Damage: 12D
Ammo: Unlimited, but must recharge after every shot for 1 hour.
Rate of Fire: Single beam with full damage; Or wide beam that covers full forward fire arc for half damage. At distancefrom high orbit, the wide beam could cover an entire planet's atmosphere, obliterating any projectiles or missiles launched from the surface.

100 Turbolaser Batteries
Location: Scattered across the hull as various double-barreled turrets.
Fire Arc: 25 front, 25 right, 25 left, 25 rear.
Crew: 2 each.
Skill: Capital Starship Gunnery
Scale: Capital (according to rate of fire)
Fire Control: 2D (starfighter scale); 1D (capital scale)
Space Range: 3-6/30/75
Atmosphere Range: 300-600/3/7.5km
Damage: 7D
Ammo: Unlimited.
Rate of Fire: Single blast per attack.

12 Missile Launchers
Location: Spread evenly around both saucer sections of the ship.
Fire Arc: "Turret" (engages in any direction once launched)
Crew: 1 (gunners)
Skill: Capital Starship Gunnery
Scale: Capital
Fire Control: 1D
Space Range: 2-5/10/15
Atmosphere Range: 200-500/1/1.5km
Damage: 8D
Ammo: 12 Neutron Cased Laser Torpedoes per launcher.
Rate of Fire: 1 per attack; or volleys up to 12 per attack.

NOTES:
-The Basestar has no actual "Forward" or "Rear" sections like most other traditional ship designs. It is built Asymetrically, every angle being the same as the rest, and being somewhat circular in nature. It's main propulsion is a Gravitic Propulsion Sublight Drive that has no exaust ports, and enables the ship to move any direction at will. This propulsion method is not capable of being utilized in Starfighter sived ships at the Cylon's present technology level, and it has its limitations in speed, not being able to grant the direct thrust in speed like a battlestar can.
-With the basestar's construction being circular in nature, its turbolasers can maintain continuous fire on a single target by rotating the ship (much like the Hapan Battledragons of Star Wars), giving previously fired cannons the chance to cool and build up power for the next salvo.
-This basestar class existed in the Re-imagined Series continuity, if only in appearance, and likely with a different command and crew structure. A model of an Original Series basestar is displayed in Galactica's new museum in the Miniseries. However, because the new series does not use the same weapons as the Original Series, it is not really the same ship, as the the basestars in the Re-imagined Series rely on missiles for defensive and offensive engagements.
-The basestar is modeled after the Colonial battlestar, however they are not highly maneuverable

and thus rely on their shields and Raiders for defense. The shields themselves are incapable of withstanding repeated strikes from laser torpedoes, which can be delivered by a squadron of Vipers, should they break through the Raider's defense. Furthermore, the ship is armed with Turbo-lasers and neutron cased laser torpedoes for space warfare and wide-angle space-to-ground laser generators for planetary bombardment.
-The core of a baseship is said to be "specifically sealed and shielded", as it is the location from which IL-series Cylons, in addition to the Imperious Leader, command from. The core can be jettisoned from the ship in case of severe hull damage and can travel up to ten light-yahren.
-A third of the basestars are dedicated to the repair and maintenance of Centurions, but are not constructed aboard ship unless circumstances require it. The section is also dedicated to recycling parts from Cylons who are irreparably damaged; such parts are melted down and forged into all new parts.
-In addition to the Raiders, basestars contain a "full complement of armored landing craft used for planetary subjugation"

DESCRIPTION:

A basestar is a large capital warship of the Cylon Alliance.

Basestars are immense vehicles that, like their Colonial counterparts, the battlestars, serve as a combination of aircraft carrier and capital warship. They are capable of carrying and supporting over three hundred Raiders. Armed with missiles, over one hundred defensive laser turrets, and two long range mega pulsar weapons, the capital warship of the Cylon Alliance is more than a match for any unprepared or unaware battlestar (The Hand of God). Basestars are also designed for orbital bombardment of a planet, and, true to their name, also serve as a moving base of operations. Four complete squadrons of Raiders is the typical complement of a basestar (The Living Legend, Part II).

Basestars, and their fighters are the key in the Cylons' genocidal destruction of the Twelve Colonies and the battlestar fleet. To fool the Colonials, the Cylons split up their fleet into two destructive units: a massive Raider fleet is sent to the Cimtar Peace Accord rendezvous, while the basestars are deployed separately to attack the Twelve Colonies. Apollo encounters a Cylon Tanker near a gas cloud, which had been used (in lieu of the elsewhere basestars) to give extended fuel reserves that enable the Raiders to reach Cimtar. Apollo finds the Raiders soon after discovering the tanker and unsuccessfully tries to warn the battlestar fleet in time.

Only the battlestar Galactica is initially known to survive the holocaust and gathers an odd assortment of civilian spacecraft with the remnants of Humanity, leaving the dead Colonies behind in search of the lost 13th Colony - Earth.

Following the flight from the death trap at Carillon, the succeeding Imperious Leader sends a basestar under Baltar's command to seek out the Fleet. Baltar's basestar is able to follow the Fleet, yet stay outside Galactica's scanning range (Lost Planet of the Gods, Part I), suggesting that basestar scanners have a longer range than their Colonial counterparts.

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