

Version 2: 2E/SF

Name: _____

Counter: _____

Abbai Pirocia Starbase



SPECS

Class: Enormous Base
In Service: 2230
Point Value: 4500
Ramming Factor: 750
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 21 (17)
Stb/Port Defense: 21 (17)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Combat Laser

Class: Laser
Mode: Piercing
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Shots at fighters are resolved in standard (not piercing) mode

Quad Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 4 per turn

Particle Impeder

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

Shield Projector

Maximum Range: 5 hexes
Increase shield rating of all gravitic shields on target vessel by the projector's shield rating.

SECTION HITS

- 1: Gravitic Shield
- 2-3: Combat Laser
- 4-5: Quad Array
- 6-7: Particle Impeder
- 8: Shield Projector
- 9-11: Cargo
- 12: Reactor
- 13-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Shield Generator
- 12-14: Sensors
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

Target #1

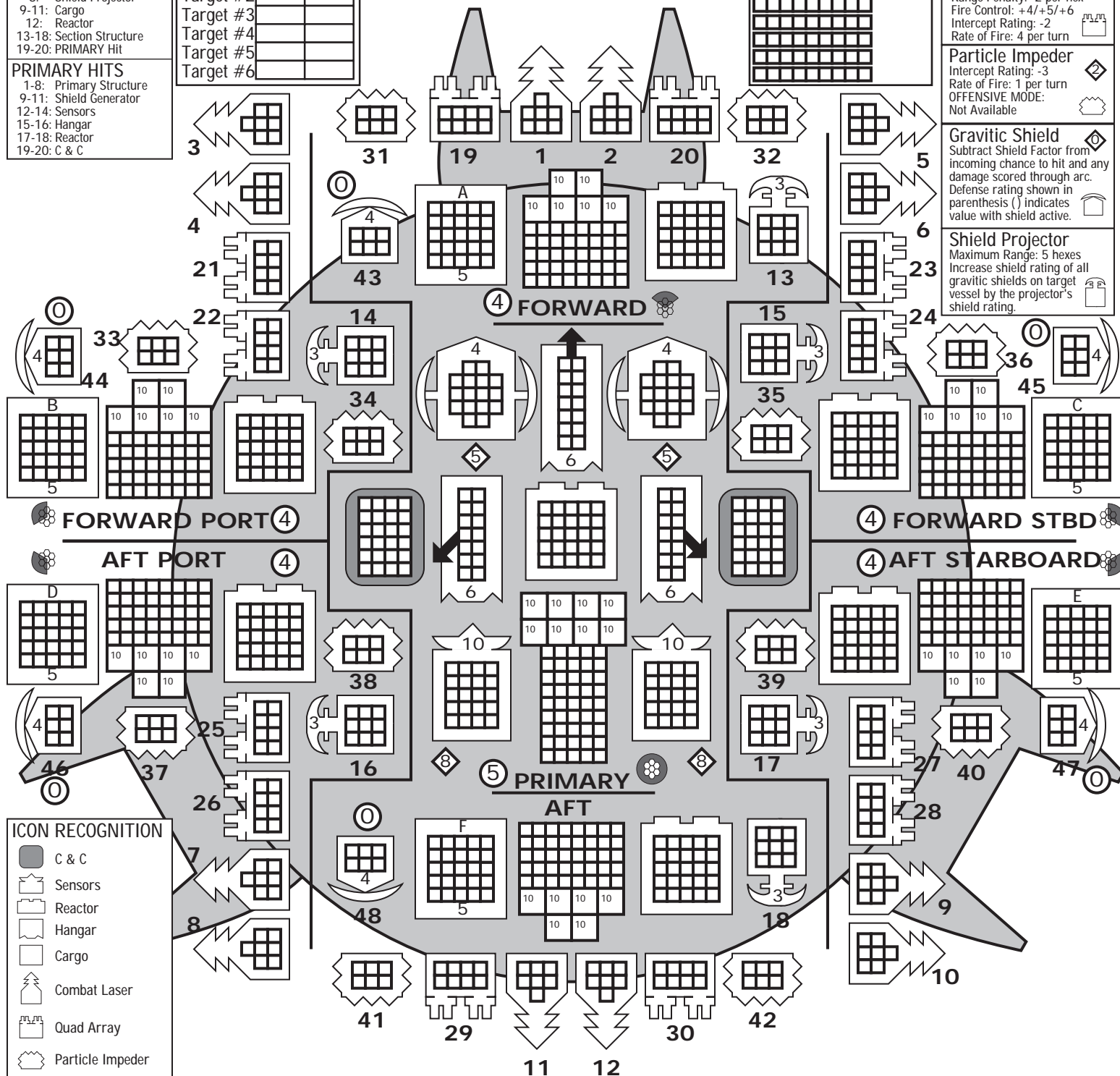
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Combat Laser
- Quad Array
- Particle Impeder
- Gravitic Shield
- Shield Projector