







Centauri Worthus Starbase

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: N/A	Fwd/Aft Defense: 21
In Service: 2001	Turn Delay: N/A	Stb/Port Defense: 21
Point Value: 2000	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Value: 600	Pivot Cost: N/A	Extra Power: +0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

WEAPON DATA	
Imperial Laser	
Class: Laser	
Modes: Raking	
Damage: 4d10+8	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Tactical Laser	
Class: Laser	
Modes: Raking	
Damage: 2d10+8	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Lt Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

SECTION HITS

- 1-2: Imperial Laser
3-5: Lt Particle Beam
6-7: Tactical Laser
8-9: Cargo
10: Reactor
11: Section Hangar
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Structure
10-11: Imperial Laser
12-13: Tactical Laser
14-16: Sensor
17: Primary Hangar
18: Primary Reactor
19-20: C & C

Note: This unit has only four main sections: Forward, Port, Starboard, and Aft. Angled systems are hit on either adjacent section hit and fall off only if both adjacent sections are lost.

SENSOR DATA

Defensive EW |

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

