



# Centauri Kraken Starbase

## SPECS

Class: Enormous Base  
In Service: 2202  
Point Value: 5000  
Ramming Factor: 900  
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: 24  
Stb/Port Defense: 24  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: N/A

## WEAPON DATA

**Battle Laser**  
Class: Laser  
Modes: R, P  
Damage: 4d10+12  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+3/-3  
Interception Rating: n/a  
Rate of Fire: 1 per 3 turns

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

**Matter Cannon**  
Class: Matter  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## SECTION HITS

1-3: Twin Array  
4-5: Matter Cannon  
6: Battle Laser  
7-8: Cargo  
9: Reactor  
10-18: Section Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-12: Battle Laser  
13-14: 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

