

# Centauri Daverous Civilian Base

## SPECS

Class: Enormous Base  
In Service: 2003  
Point Value: 850  
Ramming Value: 440  
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: 20  
Stb/Port Defense: 20  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: N/A

## WEAPON DATA

### 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

1-3: Lt Particle Beam  
4-5: Tactical Laser  
6-9: Cargo  
10: Reactor  
11-18: Section Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-11: Primary Structure  
12: Lt Particle Beam  
13-14: Sensors  
15-16: Hangar  
17-18: Reactor  
19-20: C & C

## SENSOR DATA

Defensive EW

Target #1

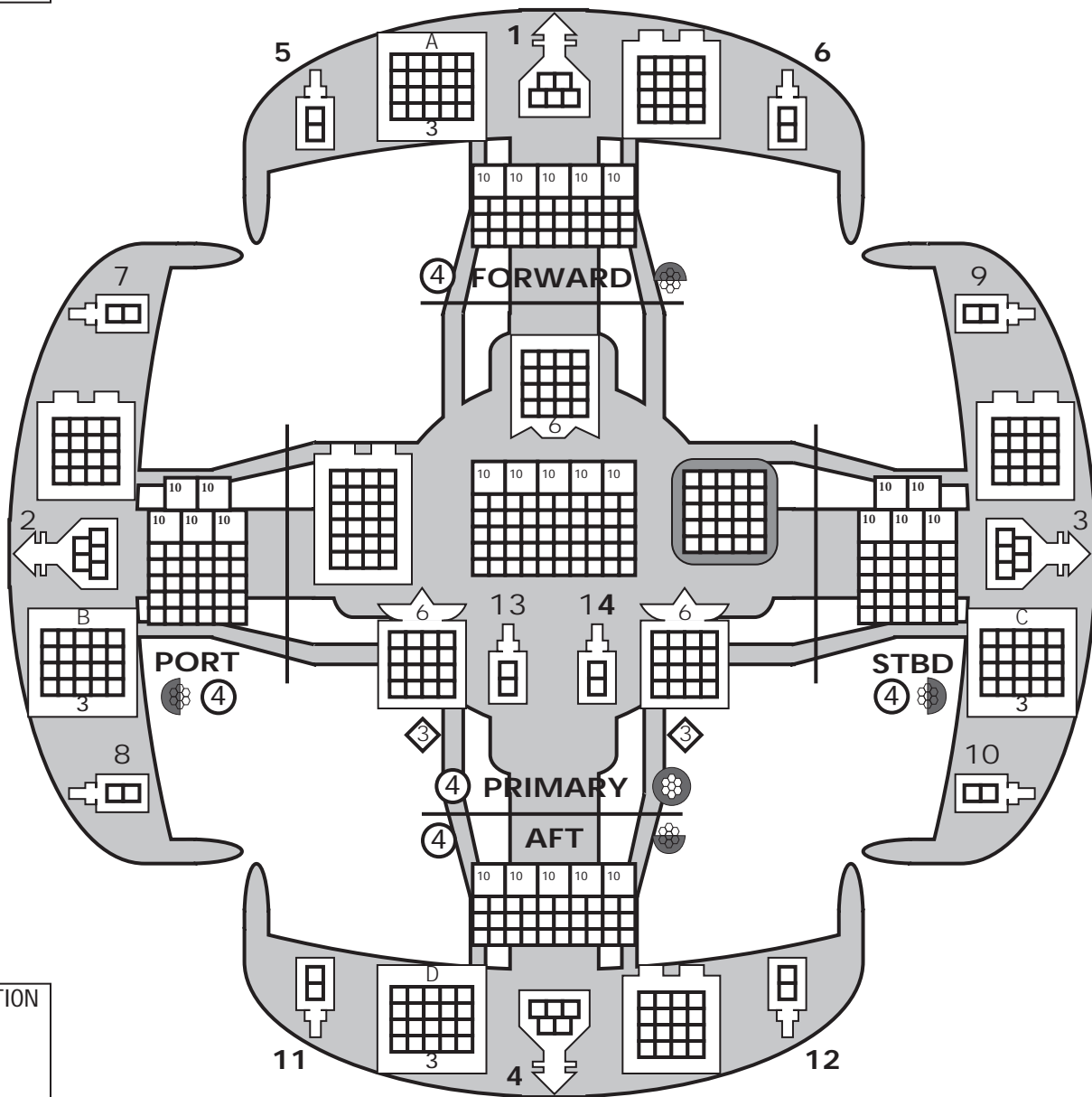
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Tactical Laser
- Lt Particle Beam