

Centauri Marcanos Civilian Base

SPECS

Class: Enormous Base
In Service: 2113
Point Value: 1200
Ramming Factor: 460
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: 18
Stb/Port Defense: 18
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Plasma Accelerator
Class: Plasma
Mode: Standard
Damage: $4d10+12$ (-1 per hex)
Range Penalty: -1 per hex
Fire Control: $+3/+1/-4$
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: $1d10+4$ -1/hex
1 per 2 turns: $2d10+8$ -1/hex

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

SECTION HITS

1-4: Twin Array
5-6: Plasma Accelerator
7-8: Cargo
9: Reactor
10-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Twin Array
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

