

SPECS

Class: Capital Base
In Service: 2231
Point Value: 925
Ramming Factor: 300
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: 16
Stb/Port Defense: 16
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA**Assault Laser**

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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
5-8: Assault Laser
9: Hangar
10: LCV Rail
11-18: Section Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Struct
12-13: Cargo
14-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

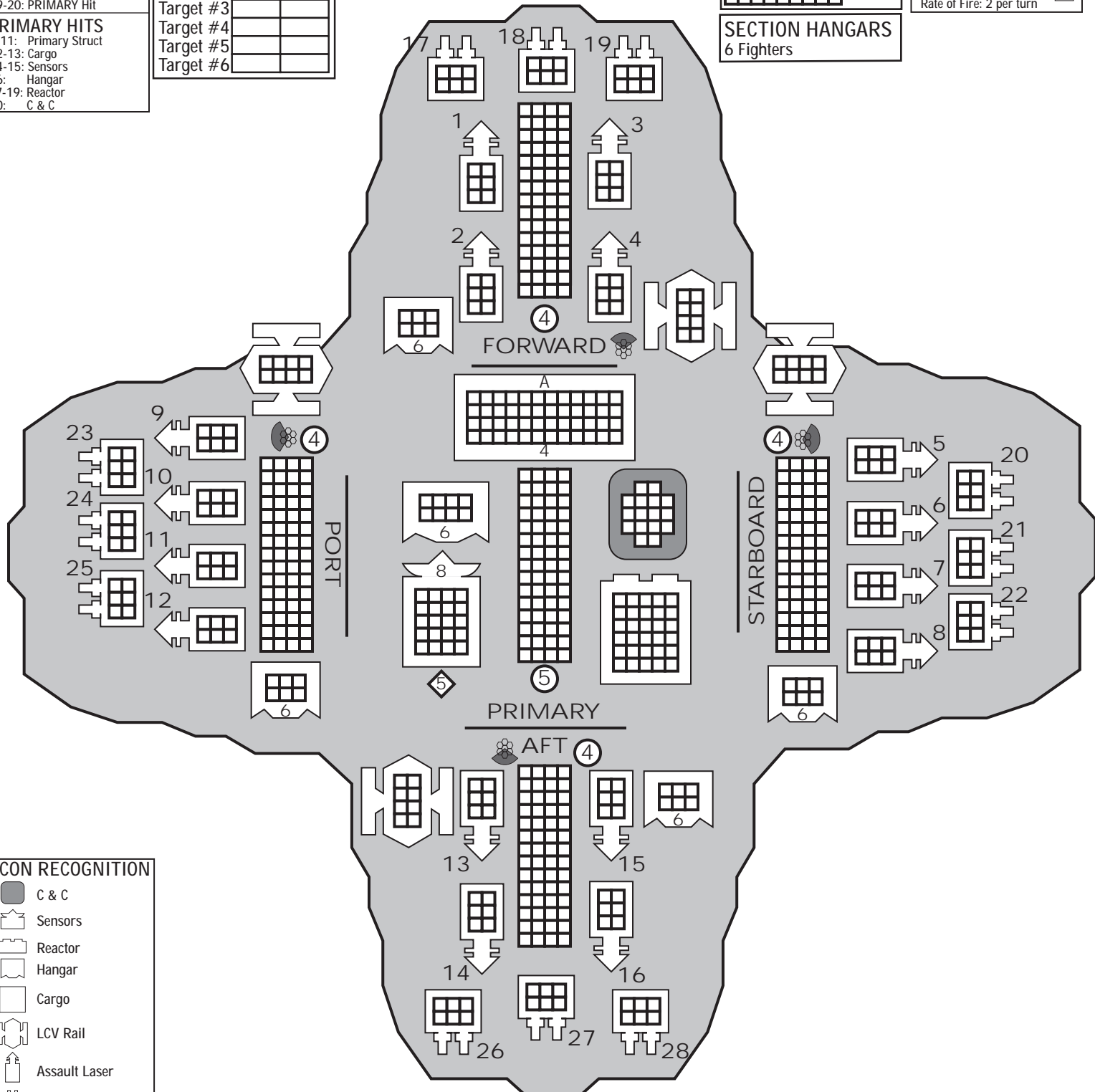
Target #6









HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10

SECTION HANGARS

6 Fighters

**ICON RECOGNITION**

-  C & C
-  Sensors
-  Reactor
-  Hangar
-  Cargo
-  LCV Rail
-  Assault Laser
-  Twin Array