

Descari Carrana Base

SPECS

Class: Capital Base
In Service: 2246
Point Value: 750
Ramming Factor: 90
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: 4/1
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

Heavy Plasma Bolter
Class: Plasma
Modes: Standard
Dmg: 22 -1 / 2 hexes after 15
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Interception Rating: n/a
Rate of Fire: 1 per 3 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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

HANGAR

2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12



EXTERNAL HANGAR

6 Fighters
0 Shuttles

SECTION HITS

1-4: Hvy Plasma Bolter
5-7: Light Particle Beam
8-10: Missile Rack
11-12: External Hangar
13-18: Section Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

Ext. hangars are considered part of both adjacent sections.

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MISSILES

Rack #4



Rack #5



Rack #6



Rack #7



Rack #8



Rack #9



ICON RECOGNITION

