



Drazi Kromala-B Defense Base

SPECS

Class: Enormous Base
In Service: 2028
Point Value: 1400
Ramming Factor: 520
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

Particle Hammer
 Class: Particle
 Modes: Standard
 Damage: 2d10+15
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Hvy Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Particle Cannon
 Class: Particle
 Modes: Raking
 Damage: 2d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +5/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

SECTION HITS

- | | |
|--------|---------------------|
| 1: | Hvy Particle Cannon |
| 2-3: | Particle Blaster |
| 4: | Particle Cannon |
| 5-6: | Std Particle Beam |
| 7-8: | Cargo |
| 9: | Reactor |
| 10: | Hangar/Catapult |
| 11-18: | Section Structure |
| 19-20: | PRIMARY Hit |

PRIMARY HITS

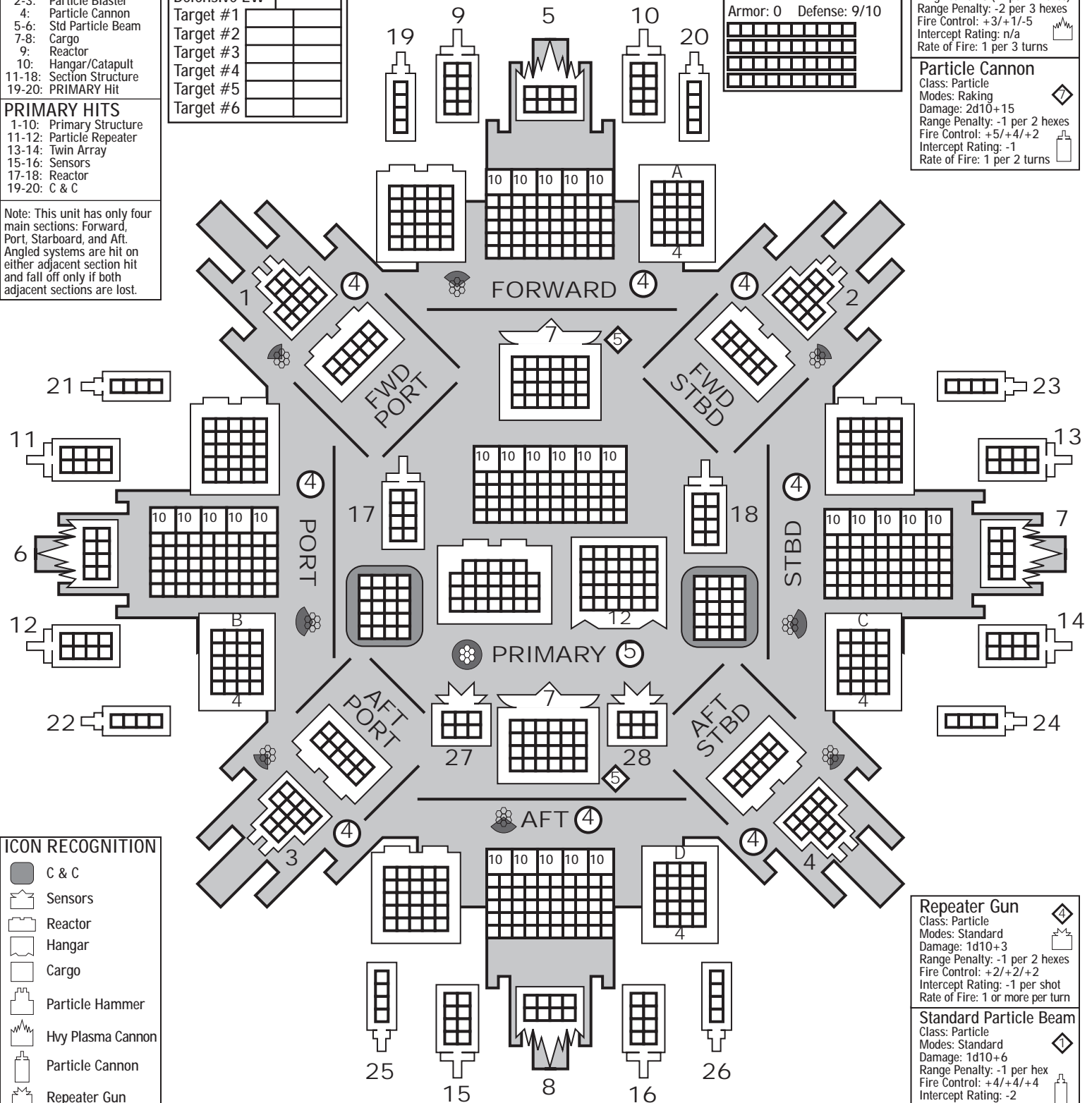
- 1-10: Primary Structure
11-12: Particle Repeater
13-14: Twin Array
15-16: Sensors
17-18: Reactor
19-20: C & C

Note: This unit has only four main sections: Forward, Port, Starboard, and Aft. Angled systems are hit on either adjacent section hit and fall off only if both adjacent sections are lost.











SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

-  C & C
-  Sensors
-  Reactor
-  Hangar
-  Cargo
-  Particle Hammer
-  Hvy Plasma Cannon
-  Particle Cannon
-  Repeater Gun
-  Std Particle Beam

Repeater Gun

Class: Particle
Modes: Standard
Damage: 1d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2+2
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn

Standard Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn