



# Drazi Brostilli Warbase

## SPECS

Class: Enormous Base  
In Service: 2234  
Point Value: 3000  
Ramming Factor: 600  
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: 21  
Stb/Port Defense: 21  
Engine Efficiency: N/A  
Extra Power: +4  
Initiative Bonus: N/A

## WEAPON DATA

**Hvy Particle Cannon**  
Class: Particle  
Mode: Raking  
Damage: 6d10+60  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+4/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 6 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

## Particle Blaster

Class: Particle  
Modes: Standard  
Damage: 1d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+0  
Intercept Rating: n/a  
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

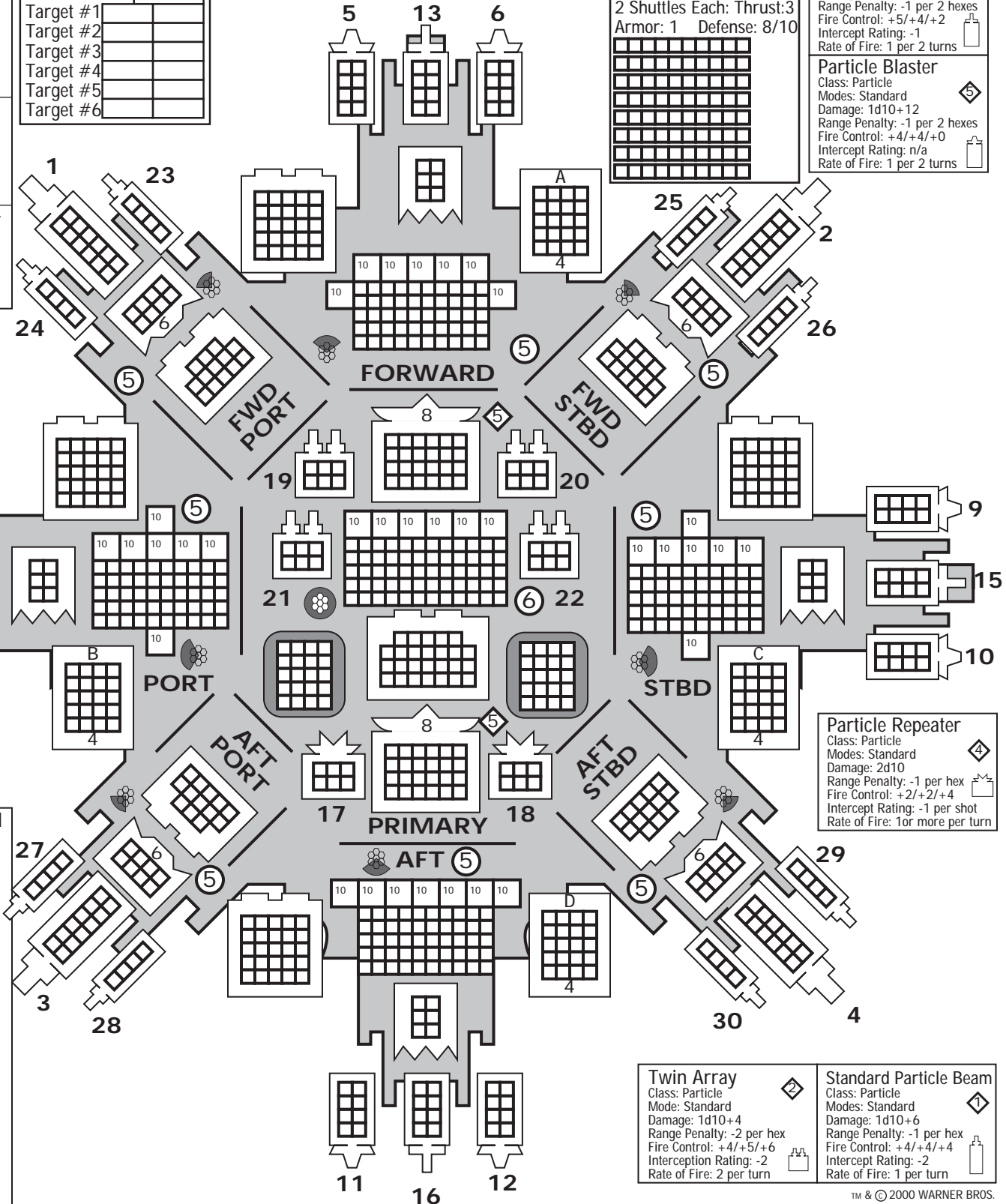
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Catapult
- Cargo
- Heavy Particle Cannon
- Twin Array
- Particle Blaster
- Particle Cannon
- Particle Repeater
- Std Particle Beam

## Particle Repeater

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

## 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

## 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