

Version 2: 2E/SF







Name: _____ Counter: _____



EA Polaris Starbase (Gamma Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: N/A	Fwd/Aft Defense: 18 (15)
In Service: 2250	Turn Delay: N/A	Stb/Port Defense: 18 (15)
Point Value:	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 410	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

WEAPON DATA

<p>Quad Particle Beam</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+6</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+4/+4</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 4 per turn</p>	 
<p>Interceptor Mk-I</p> <p>Intercept Rating: -3</p> <p>Rate of Fire: 1 per turn</p> <p>OFFENSIVE MODE:</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+5</p> <p>Fire Control: -/-/-+6</p> <p>Range Penalty: -2 per hex</p>	 
<p>Medium Pulse Cannon</p> <p>Class: Particle</p> <p>Mode: Pulse</p> <p>Damage: 10 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 4</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+3/+1</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per 2 turns</p>	 

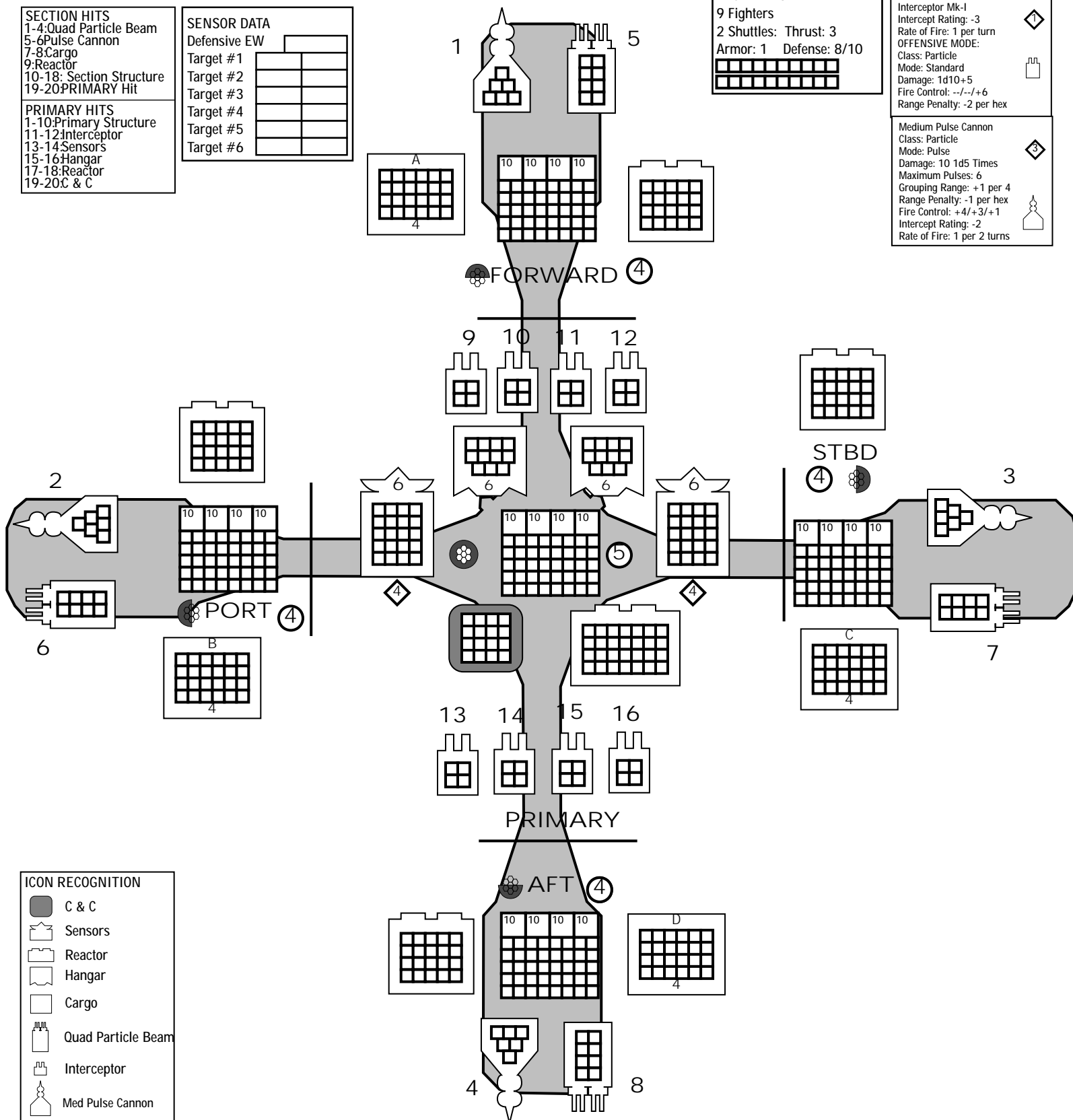
SECTION HITS
1-4:Quad Particle Beam
5-6:Pulse Cannon
7-8:Cargo
9:Reactor
10-18: Section Structure
19-20:PRIMARY Hit

PRIMARY HITS
1-10:Primary Structure
11-12:Interceptor
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		



ICON RECOGNITION

-  C & C
-  Sensors
-  Reactor
-  Hangar
-  Cargo
-  Quad Particle Beam
-  Interceptor
-  Med Pulse Cannon