

EA Upgraded Orion Starbase (Epsilon Model)

SPECS

Class: Enormous Base
In Service: 2257
Point Value: 3500
Ramming Factor: 750
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 (16)
Stb/Port Defense: 20 (16)
Engine Efficiency: N/A
Power Shortage: -18
Initiative Bonus: N/A

Quad Particle Beam

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

WEAPON DATA

Heavy Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

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

Class-B Missile Rack

Class: Ballistic
Missiles: 60
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

Interceptor Mk-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/-/+8
Range Penalty: -2 per hex

SECTION HITS

- 1: Missile Rack
- 2: Hvy Pulse Cannon
- 3: Hvy Particle Cannon
- 4-5: Interceptor
- 6: Quad Particle Beam
- 7: Hangar
- 8: Reactor
- 9-18: Section Structure
- 19-20: PRIMARY Hit

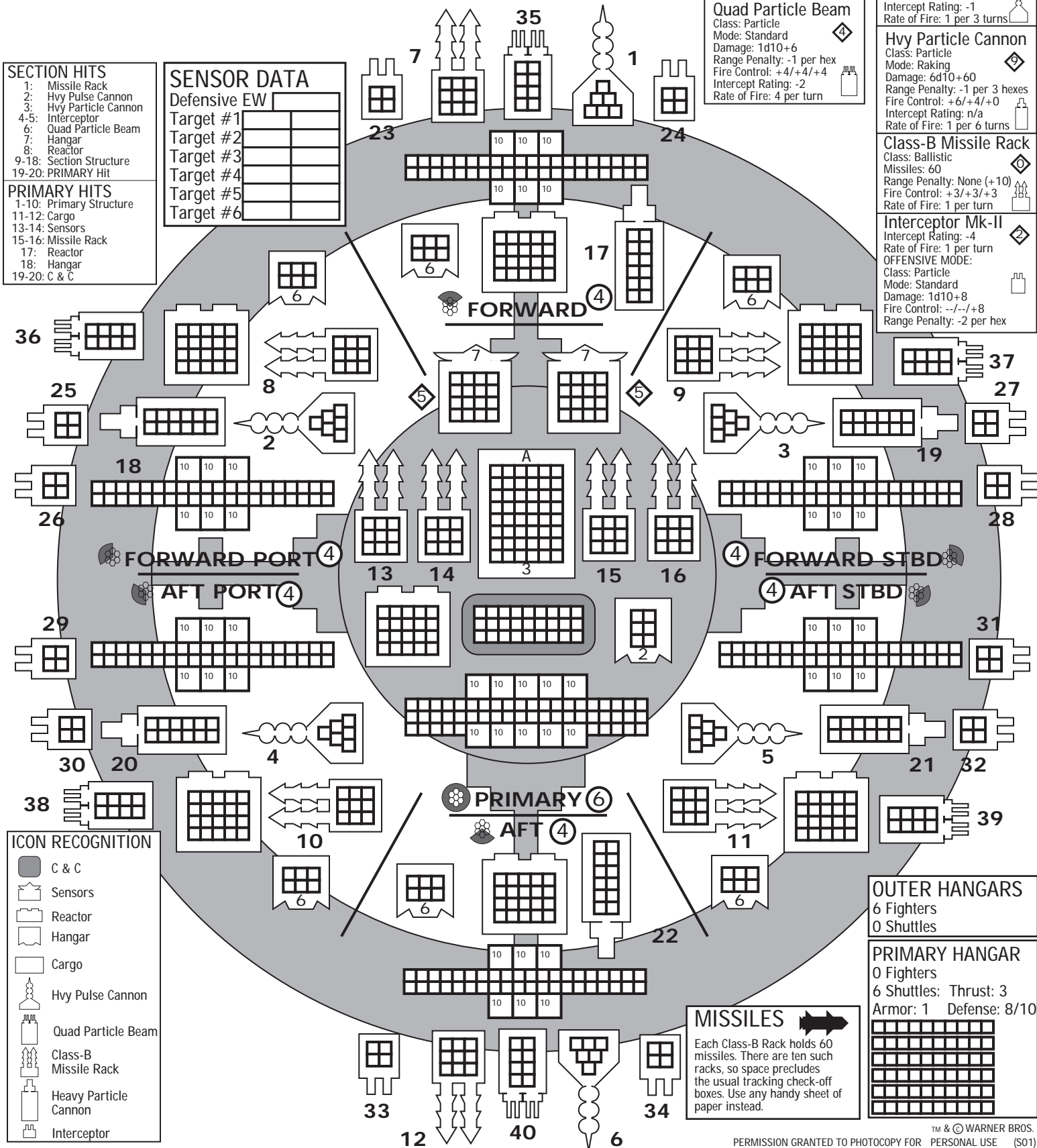
PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Cargo
- 13-14: Sensors
- 15-16: Missile Rack
- 17: Reactor
- 18: Hangar
- 19-20: C & C

SENSOR DATA

Defensive EW

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



OUTER HANGARS

6 Fighters
0 Shuttles

PRIMARY HANGAR

0 Fighters
6 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

MISSILES

Each Class-B Rack holds 60 missiles. There are ten such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.