

EA Orion Starbase (Delta Model)



SPECS

Class: Enormous Base
In Service: 2240
Point Value: 2400
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 (17)
Stb/Port Defense: 20 (17)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

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

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 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-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/-/+6
Range Penalty: -2 per hex

SECTION HITS

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

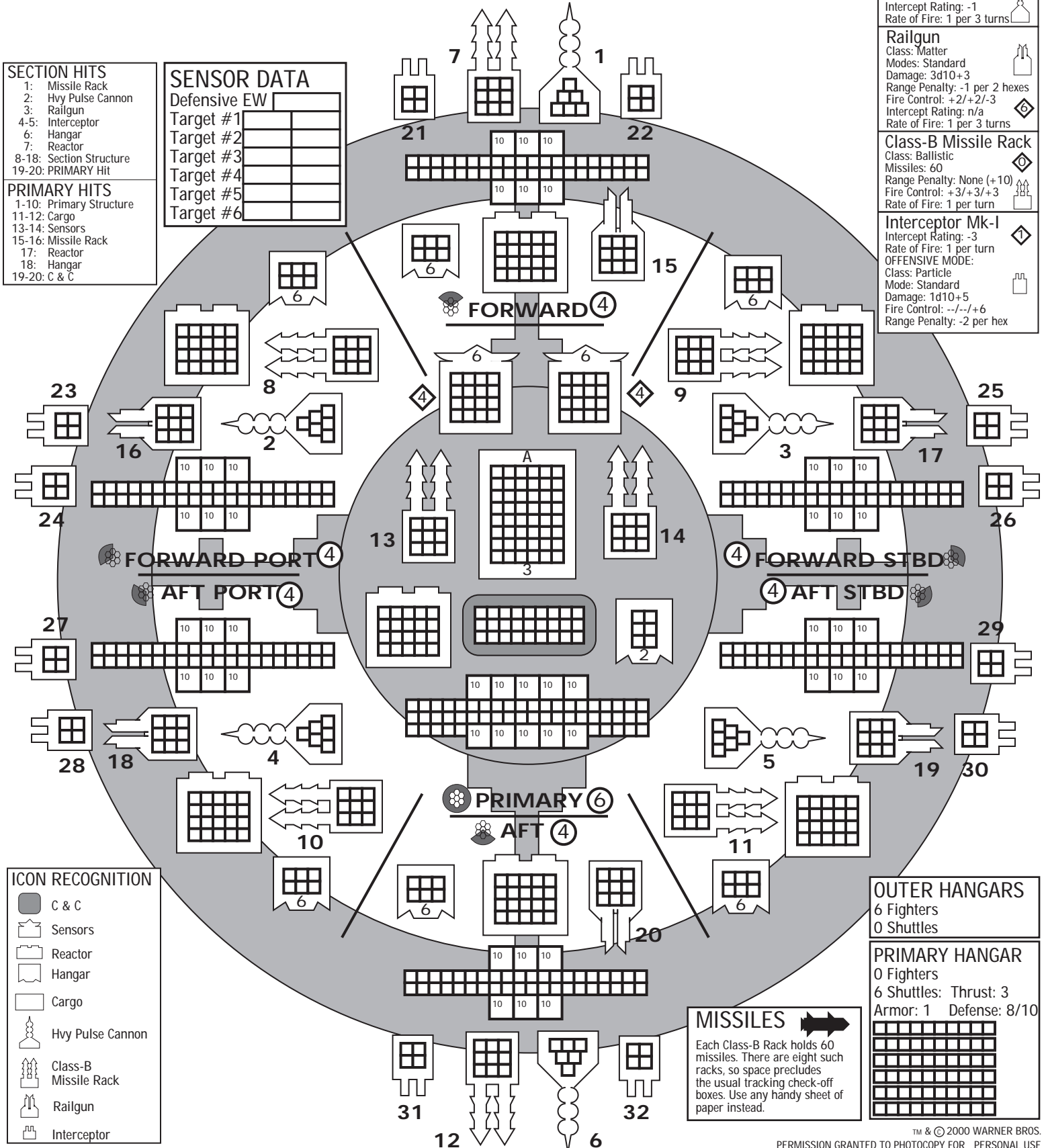
PRIMARY HITS

- 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



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Hvy Pulse Cannon
- Class-B Missile Rack
- Railgun
- Interceptor

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 eight such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.