

EA Upgraded Orion Starbase (Zeta Model)

SPECS

Class: Enormous Base
 In Service: 2258
 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: 0
 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

Heavy Laser Cannon

Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 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: Heavy Laser 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

