

Grome Mahkgar Starbase

SPECS

Class: Enormous Base
In Service: 2235
Point Value: 2500
Ram Factor: 1000
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: 25
Stb/Port Defense: 25
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Heavy Railgun
Class: Matter
Modes: Standard
Damage: 5d10+7
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Medium 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

Light Railgun
Class: Matter
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

SECTION HITS

1-2: Flak Cannon
3-4: Light Railgun
5-6: Medium Railgun
7: Heavy railgun
8-9: Cargo
10: Hangar
11: Reactor
12-13: Connecting Strut
14-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Structure
13-14: Targeting Array
15-16: Sensors
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Antiquated Sensors

SENSOR DATA

Defensive EW

Target #1

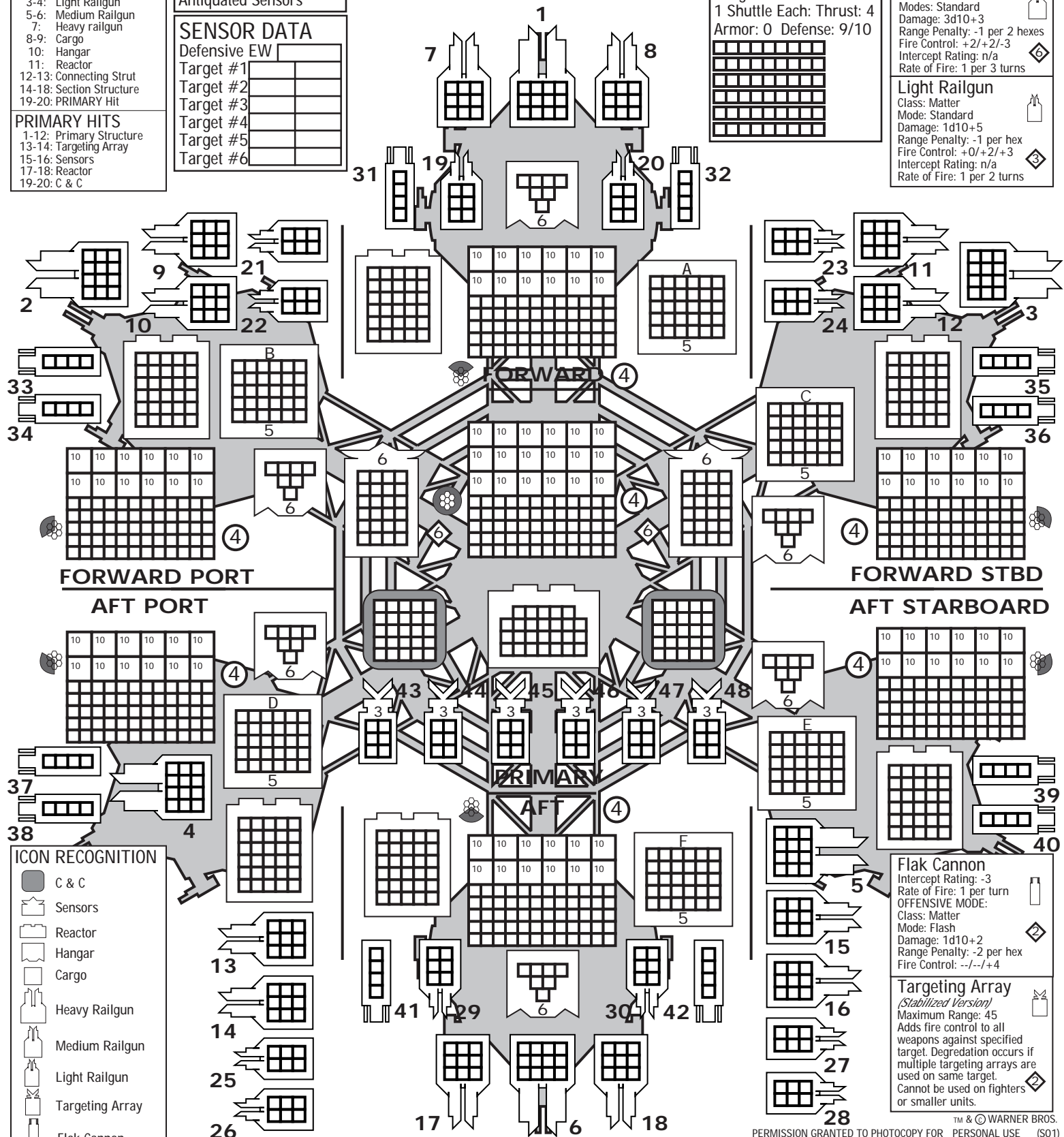
Target #2

Target #3

Target #4

Target #5

Target #6



Flak Cannon
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Flash
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: --/+4

Targeting Array
(Stabilized Version)
Maximum Range: 45
Adds fire control to all weapons against specified target. Degradation occurs if multiple targeting arrays are used on same target. Cannot be used on fighters or smaller units.