

Grome Victory Base

SPECS

Class: Enormous Base
In Service: 2244
Point Value: 1500
Ramming Factor: 580
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: 19
Stb/Port Defense: 19
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

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

Flak Cannon

Class: Matter
Mode: Flash
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: -/-/+4

Targeting Array

Maximum Range: 45
Adds fire control to all weapons against specified target. Degradation occurs if multiple targeting lasers are used on same target.
Cannot be used on fighters or smaller units.

SECTION HITS

- 1: Med Rail Gun
- 2-3: Light Rail Gun
- 4: Flak Cannon
- 5: Targeting Array
- 6-7: Hanger
- 8-10: Cargo
- 11: Reactor
- 12-19: Structure
- 20: Primary Hit

PRIMARY HITS

- 1-9: Structure
- 10-11: Flak Cannons
- 12: Targeting Array
- 13: Hanger
- 14-16: Sensors
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

Antiquated Sensors

SENSOR DATA

Defensive EW

Target #1

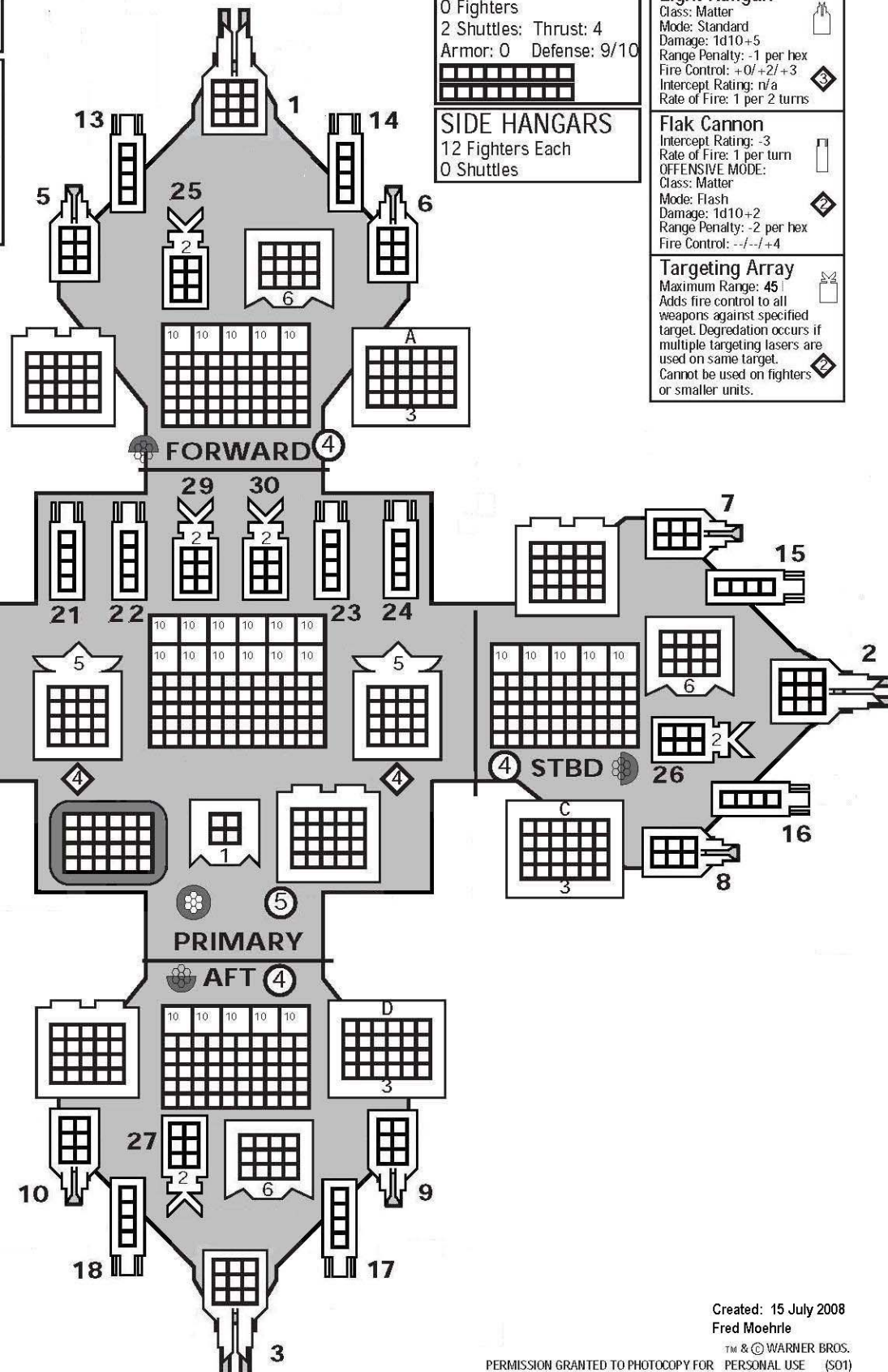
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

-  C & C
-  Sensors
-  Reactor
-  Hanger
-  Targeting Array
-  Medium Railgun
-  Light Railgun
-  Flak Cannon