

# House Orange Base Station

## Specifications:

Class: Enourmus Base  
In Service: 2219  
Point Value: 790  
Ramming Factor: 450  
Jump Delay: n/a

## Maneuvering:

Turn Cost: n/a  
Turn Delay: n/a  
Accel/Deccel: n/a  
Pivot Cost: n/a  
Roll cost: n/a

## Defense:

Fwd/Aft Def: 21  
Stb/Prt Def: 21  
Engine Efficiency: n/a  
Extra Power: +3  
Initiative: n/a

## Forward Hits

1-2	Cargo
3-4	Hanger
5-6	Repair
7	SO Missile Racks
8	Lt. Particle Beam
9	Reactor
10-19	Structure
20	Primary

## Primary Hits

1-7	Structure
8	Missile Magazine
9-10	Hanger
11	Heavy Plasma Gun
12	Missile Rack
13-14	Light Particle Beams
15-17	Sensors
18-19	Reactor
20	C&C

## ELECTRONIC WARFARE

DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

## Primary Hanger

12 Heavy Fighters  
6 Shuttles  
Thrust:2 Defense: 8/10  
Armor:0 Hits: 9

## Outer Hangers each.

6 Heavy Fighters  
3 Cargo Shuttles  
Thrust:3 DEF: 9/11  
Armor:1 Hits: 12

## Heavy Plasma Cannon

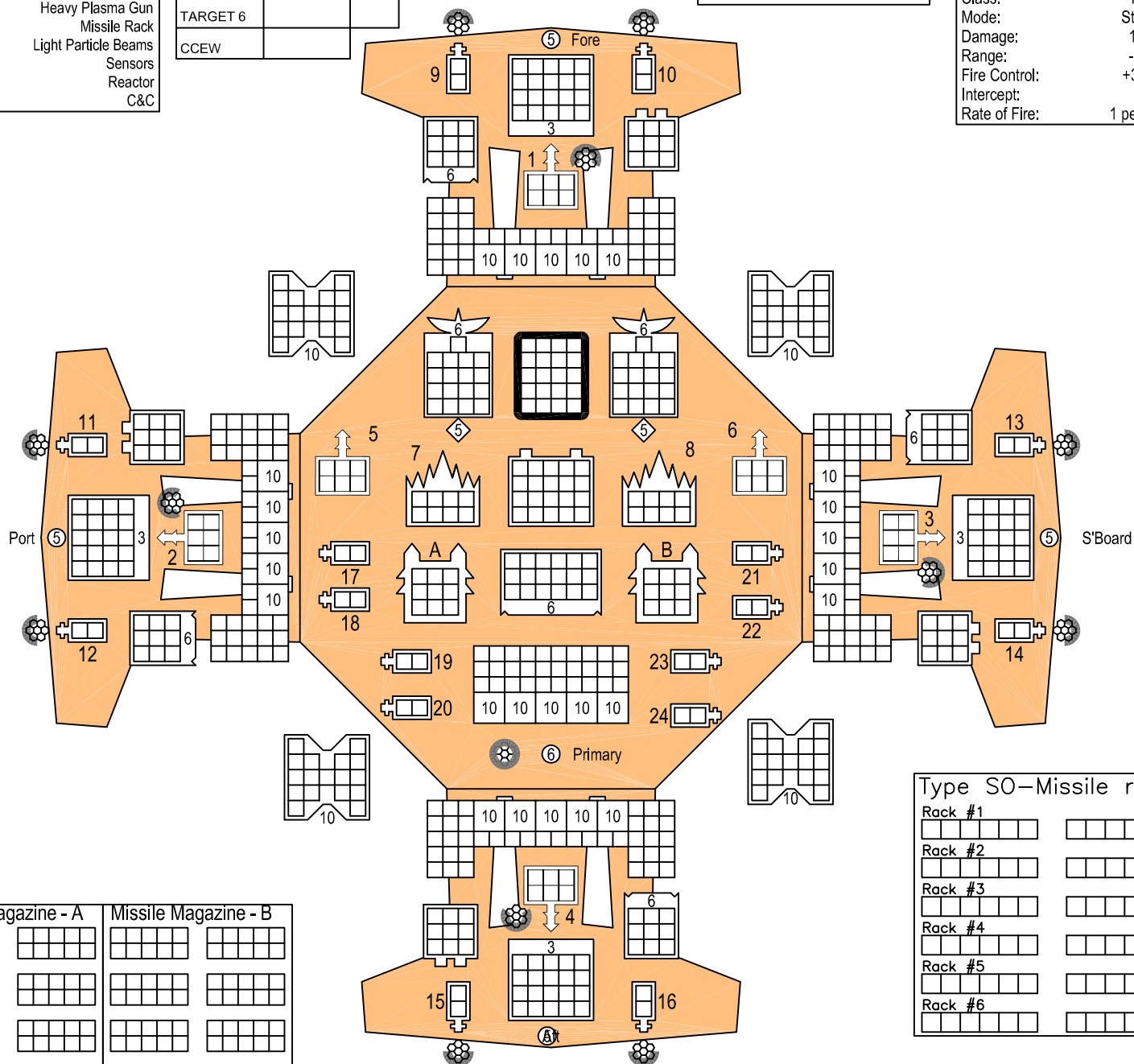
Mode: Standard  
Damage: 4d10+8  
Range: -1/2 HEXES  
Fire Control: +3/+1/-5  
Intercept: N/A  
Rate of Fire: 1/3

## SO-MISSILE RACK

Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Intercept Rating: N/A  
Rate of Fire: 1 per 2 Turns

## Light Particle Beam

Class: Particle  
Mode: Standard  
Damage: 1D10+4  
Range: -2 / Hex  
Fire Control: +3/+3/+3  
Intercept: -2  
Rate of Fire: 1 per Turn



## Missile Magazine - A


## Missile Magazine - B


## Type SO-Missile racks

Rack #1					
Rack #2					
Rack #3					
Rack #4					
Rack #5					
Rack #6					