

Hurr Roskor Command Post

SPECS

Class: Enormous Base
In Service: 2215
Point Value: 2000
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

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

SECTION HITS

1-3: Std Particle Beam
4-7: Missile Rack
8: Hangar
9-10: Cargo
11: Reactor
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-13: Weapon/Reload Rack
14-15: Sensors
16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

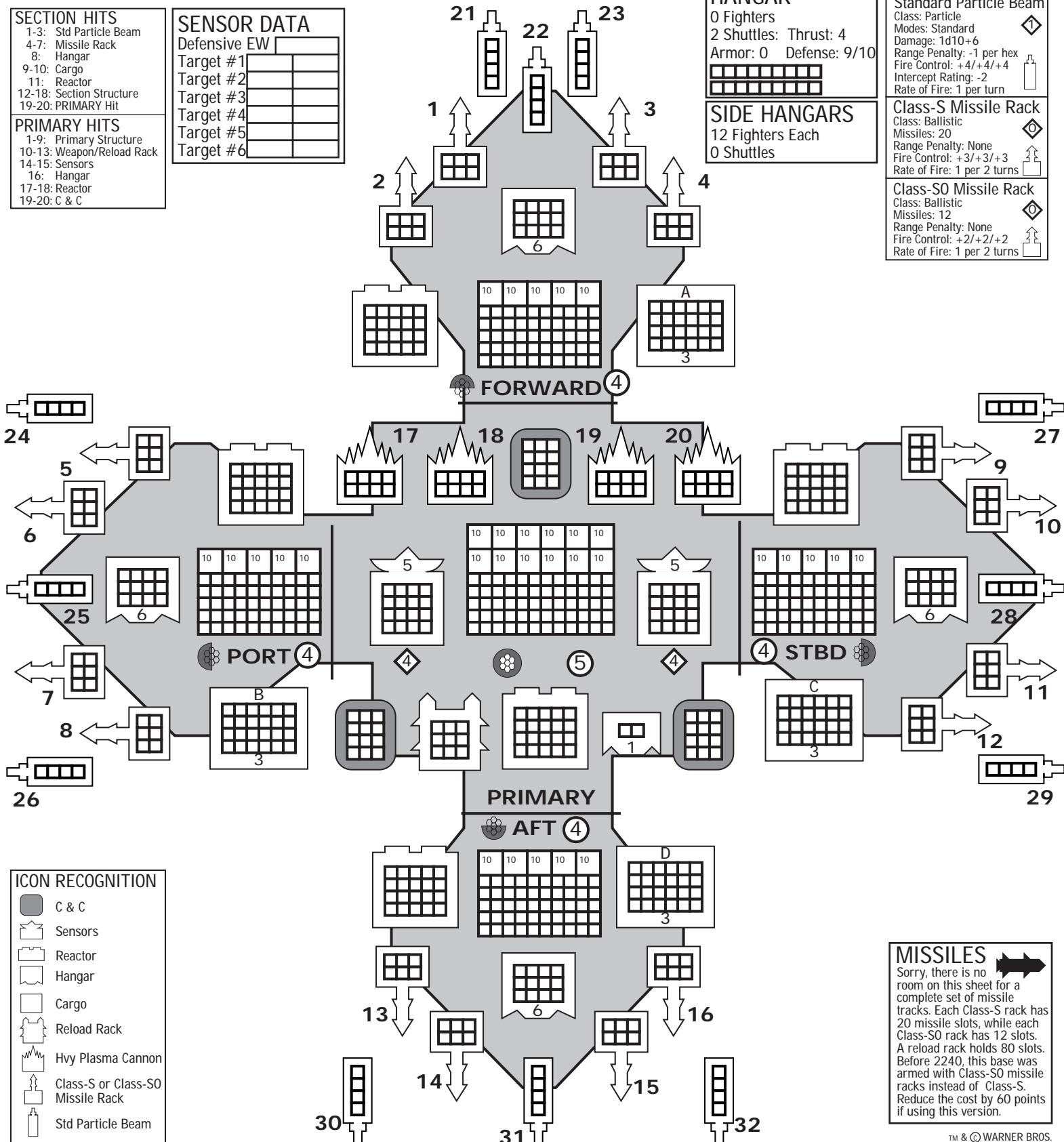
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Reload Rack
- Hvy Plasma Cannon
- Class-S or Class-S0 Missile Rack
- Std Particle Beam

MISSILES

Sorry, there is no room on this sheet for a complete set of missile tracks. Each Class-S rack has 20 missile slots, while each Class-S0 rack has 12 slots. A reload rack holds 80 slots. Before 2240, this base was armed with Class-S0 missile racks instead of Class-S. Reduce the cost by 60 points if using this version.