

# Fort Kaedashkada Starbase

## SPECS

Class: Enormous Base  
In Service: 2228  
Point Value: 2250  
Ramming Factor: 900  
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: 23  
Stb/Port Defense: 25  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: N/A

## WEAPON DATA

### Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 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

### Twin Array

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

### Scattergun

Class: Particle  
Modes: Standard  
Damage: 2d6+1  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+5  
Intercept Rating: -2  
Rate of Fire: 1d6 per turn

### Class-L Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

## SECTION HITS

1-7: Weapon  
8-11: Cargo/Hangar  
12-13: Reactor  
14-18: Section Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
10-11: Weapon/Reload Rack  
12-13: Sensors  
14-16: Cargo  
17: Hangar  
18-19: Reactor  
20: C & C

*Note: Sections on this base can be hit by fire from any unit they could legally target (i.e., is within the firing arc of their weapons).*

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FWD PORT

FORWARD

PRIMARY

PORT

AFT PORT

AFT

STARBOARD

AFT STBD

## ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Particle Cannon
- Scattergun
- Class-L Missile Rack
- Twin Array
- Std Particle Beam

## MISSILES

Rack #5	
Rack #6	
Rack #7	
Rack #8	
Rack #9	
Rack #10	