



Daniel Jackson Station

SPECS

Class: Enormous Base
In Service: 2263
Point Value:
Ram 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: 20 (17)
Stb/Port Defense: 22 (19)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

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

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

Interceptor Mk-1
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SECTION HITS

1:Std PB/Quad PB
2:Interceptor
3-5:Cargo/Hangar
6:Reactor
7-18:Structure
19-20:PRIMARY Hit

PRIMARY HITS

1-13:Primary Structure
14-15:Sensors
16-17:Hangar
18:Cargo
19:Reactor
20:C & C

ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Std Particle Beam
- Quad Particle Beam
- Interceptor

