











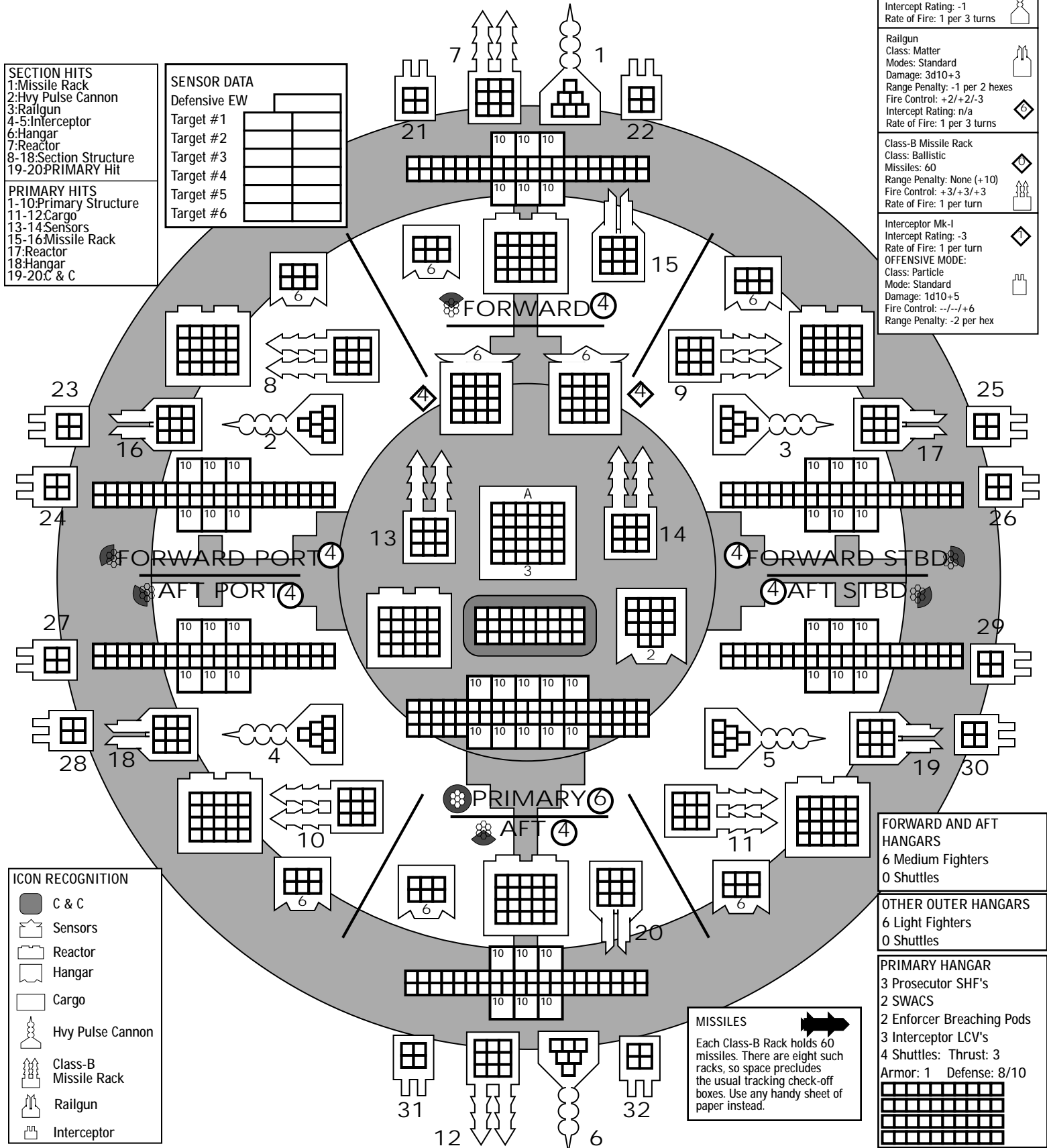
Georges Melies Station

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: N/A	Fwd/Aft Defense: 20 (17)
In Service: 2261	Turn Delay: N/A	Stb/Port Defense: 20 (17)
Point Value: 2400	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 750	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

WEAPON DATA	
<p>Heavy Pulse Cannon</p> <p>Class: Particle</p> <p>Mode: Pulse</p> <p>Damage: 15 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 4</p> <p>Range Penalty: -1 per 2 hexes</p> <p>Fire Control: +4/+3/-1</p> <p>Intercept Rating: -1</p> <p>Rate of Fire: 1 per 3 turns</p>	 
<p>Railgun</p> <p>Class: Matter</p> <p>Modes: Standard</p> <p>Damage: 3d10+3</p> <p>Range Penalty: -1 per 2 hexes</p> <p>Fire Control: +2/+2/-3</p> <p>Intercept Rating: n/a</p> <p>Rate of Fire: 1 per 3 turns</p>	 
<p>Class-B Missile Rack</p> <p>Class: Ballistic</p> <p>Missiles: 60</p> <p>Range Penalty: None (+10)</p> <p>Fire Control: +3/+3/+3</p> <p>Rate of Fire: 1 per turn</p>	 
<p>Interceptor Mk-I</p> <p>Intercept Rating: -3</p> <p>Rate of Fire: 1 per turn</p> <p>OFFENSIVE MODE:</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+5</p> <p>Fire Control: --/-/+6</p> <p>Range Penalty: -2 per hex</p>	 

SECTION HITS 1:Missile Rack 2:Hvy Pulse Cannon 3:Railgun 4-5:Interceptor 6:Hangar 7:Reactor 18-18:Section Structure 9-20:PRIMARY Hit	PRIMARY HITS 1-10:Primary Structure 11-12:Cargo 13-14:Sensors 15-16:Missile Rack 17:Reactor 18:Hangar 19-20:C & C
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SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



<p>FORWARD AND AFT HANGARS 6 Medium Fighters 0 Shuttles</p>
<p>OTHER OUTER HANGARS 6 Light Fighters 0 Shuttles</p>
<p>PRIMARY HANGAR 3 Prosecutor SHF's 2 SWACS 2 Enforcer Breaching Pods 3 Interceptor LCV's 4 Shuttles: Thrust: 3 Armor: 1 Defense: 8/10</p>