







John O'Neill Station

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: N/A	Fwd/Aft Defense: 20 (17)
In Service: 2264	Turn Delay: N/A	Stb/Port Defense: 22 (19)
Point Value:	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ram Factor: 900	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

WEAPON DATA	
<p>Quad Particle Beam</p> <p>Class: Particle</p> <p>Mode: Standard</p> <p>Damage: 1d10+6</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+4/+4</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 4 per turn</p>	
<p>Standard Particle Beam</p> <p>Class: Particle</p> <p>Modes: Standard</p> <p>Damage: 1d10+6</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+4/+4</p> <p>Intercept Rating: -2</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>	
<p>Medium Pulse Cannon</p> <p>Class: Particle</p> <p>Mode: Pulse</p> <p>Damage: 10 1d5 Times</p> <p>Maximum Pulses: 6</p> <p>Grouping Range: +1 per 4</p> <p>Range Penalty: -1 per hex</p> <p>Fire Control: +4/+3/+1</p> <p>Intercept Rating: -2</p> <p>Rate of Fire: 1 per 2 turns</p>	

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 1-11:Primary Structure 12-13:Pulse Cannon 14-15:Sensors 16-17:Hangar 18:Cargo 19:Reactor 20:C & C

