

Medushaan Posta Defense Station

SPECS

Class: Enormous Base
In Service: 2248
Point Value:
Ramming Factor: 825
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: 21
Stb/Port Defense: 21
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Plasma Decimator

Class: Plasma
Modes: Raking
Dmg: 6d10+30
(-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +2/-2/-
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

Plasma Repeater

Class: Plasma
Modes: Standard
Dmg: 2d10+3 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can store up to 3 shots. Can fire all or separately

Twin Ultra-Light Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 2d6+4 (-1 per 2 hexes)
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

SECTION HITS

1-3: Twin Ult Pl Cannon
4-5: Pl Decimator
6: Df Lt Plasma Cannon
7-8: Plasma Repeater
9-10: Cargo
11: Hangar
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Dual Pl Cannon
11-12: Twin Ult Pl Cannon
12-13: Hangar
14-16: Sensors
17-18: Reactor
19-20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

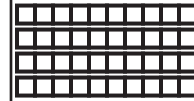
Target #4

Target #5

Target #6

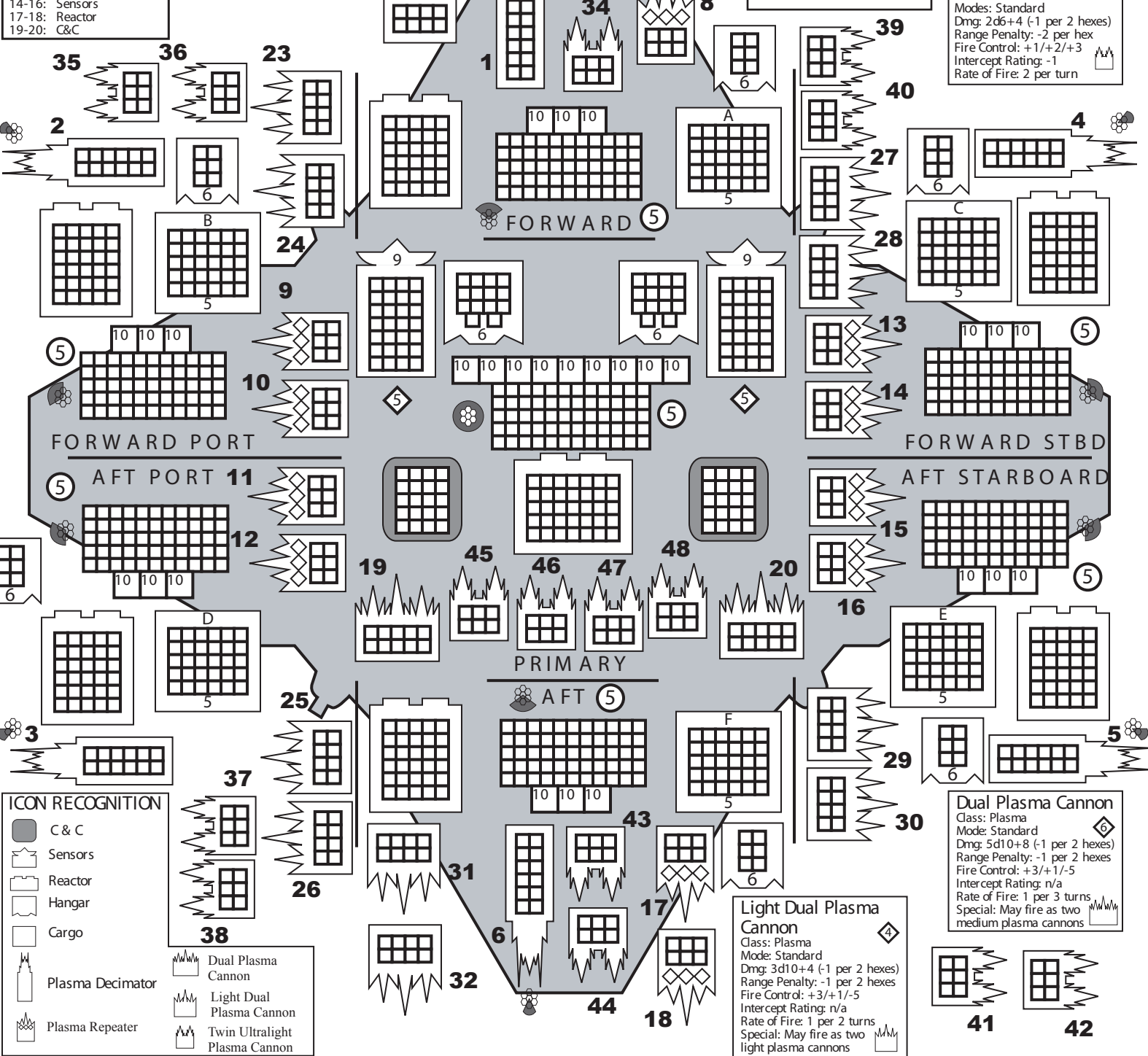
MAIN HANGARS

12 Heavy Fighters Each
2 Shuttles Each: Thrust:4
Armor: 0 Defense: 8/10



SECTION HANGARS

6 Medium Fighters each



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Plasma Decimator
- Plasma Repeater
- Dual Plasma Cannon
- Light Dual Plasma Cannon
- Twin Ultralight Plasma Cannon

Light Dual Plasma Cannon

Class: Plasma
Mode: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: May fire as two light plasma cannons

Dual Plasma Cannon

Class: Plasma
Mode: Standard
Dmg: 5d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons