



Version 1: 2E/SF

Name: _____

Counter: _____

EDD Delta Defense Base

SPECS

Class: Enormous Base
In Service: 2375
Point Value: 5000
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: 24
Stb/Port Defense: 24
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Plasma Incinerator

Class: Ballistic/Plasma
Mode: Flash
Damage: 32/16/6
Range Penalty: None
Max Range: 40 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage between slashes is scored on target hex, then 1 and 2 hexes away. Armor is halved per Plasma class. See rules.

Quad Pulsar

Class: Particle
Modes: Pulse
Damage: 14 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

SECTION HITS

1-3: Twin Pulsar
4-5: Plasma Incinerator
6: Quad Pulsar
7-8: Cargo
9: Reactor
10-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Plasma Incinerator
13-14: Sensors
15-16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGARS

12 Fighters Each

2 Shuttles Each: Thrust:4

Armor: 0 Defense: 8/10

