

# Ix Asteroid H/S Base



|                   |                     |                        |
|-------------------|---------------------|------------------------|
| <b>SPECS</b>      | <b>MANEUVERING</b>  | <b>COMBAT STATS</b>    |
| Class: OSAT       | Turn Cost: n/a      | Fwd/Aft Defense: 12    |
| In Service: 9975  | Turn Delay: n/a     | Stb/Port Defense: 12   |
| Point Value: 500  | Accel/Dec Cost: n/a | Engine Efficiency: 2/1 |
| Ramming Factor:50 | Pivot Cost: n/a     | Extra Power: +0        |
| Jump Delay: N/A   | Roll Cost: n/a      | Initiative Bonus: +12  |




## WEAPON DATA

**Heavy Lasgun**   
 Class: Laser   
 Modes: R, P  
 Damage: 4d10+15  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +4/+3/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Class-B Missile Rack**  
 Class: Ballistic  
 Missiles: 60  
 Range Penalty: None (+10)  
 Fire Control: +3/+3/+3  
 Rate of Fire: 1 per turn

**Vulcan Railgun**  
 Class: Matter  
 Modes: Standard    
 Damage: 1d6+5  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +2/+2/+2  
 Intercept Rating: -2 (Ballistic)  
 Rate of Fire: 1 per turn

**Rail Interceptor Array**  
Intercept Rating: -4  
Guardian Mode  
Rate of Fire: 1 per turn

**OFFENSIVE MODE**   
Class: Matter  
Mode: Standard  
Damage: 6 1d6 times  
Range Penalty: -2 per hex  
Fire Control: na/na/+5  
Special: Can only target  
fighters in offensive mode

## PRIMARY HITS

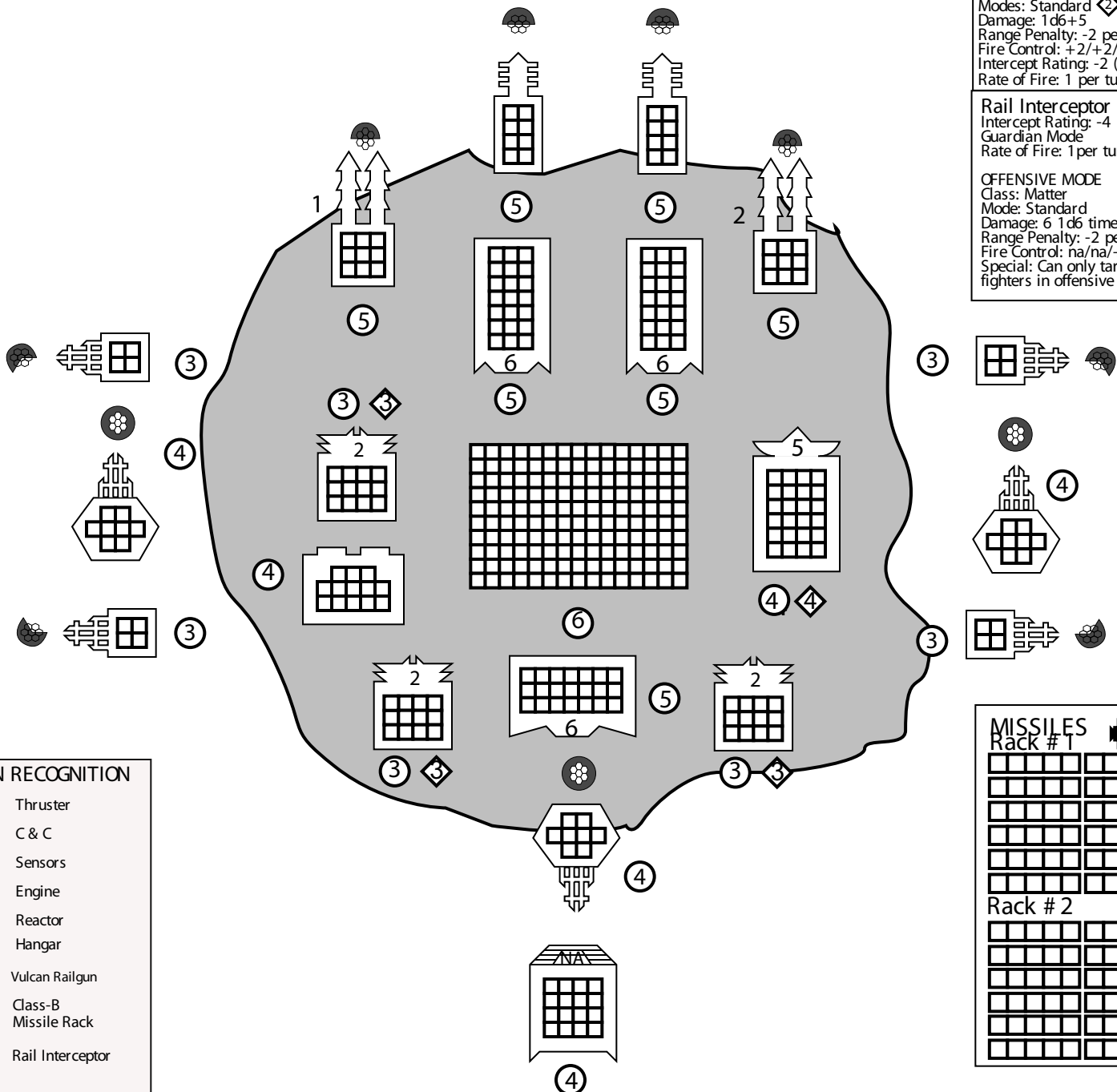
|        |                   |
|--------|-------------------|
| 1-5:   | Primary Structure |
| 6-7:   | Heavy Laser       |
| 8-9:   | Class B Missile   |
| 10-11: | Rail Interceptor  |
| 12-13: | Vulcan Railgun    |
| 14-15: | Hangar            |
| 16:    | Thruster          |
| 17-18: | HS Controller     |
| 19:    | Sensor            |
| 20:    | Reactor           |

## SENSOR DATA

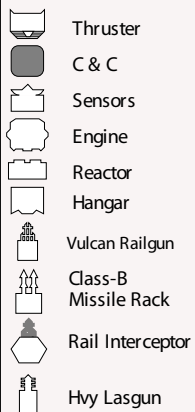
| Defensive EW |  |  |
|--------------|--|--|
| Target # 1   |  |  |
| Target # 2   |  |  |
| Target # 3   |  |  |
| Target # 4   |  |  |
| Target # 5   |  |  |
| Target # 6   |  |  |

## HANGAR (EACH)

18 Fighters OR  
18 Hunter-Seekers



## ICON RECOGNITION



## MISSILES

