

Landsraad Perimeter Base

SPECS

Class: OSAT
In Service: 9455
Point Value: 250
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: n/a
Turn Delay: n/a
Accel/Dec Cost: n/a
Pivot Cost: n/a
Roll Cost: n/a

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +12



WEAPON DATA

Class-B Missile Rack

Class: Ballistic
Missiles: 60
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

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

PRIMARY HITS

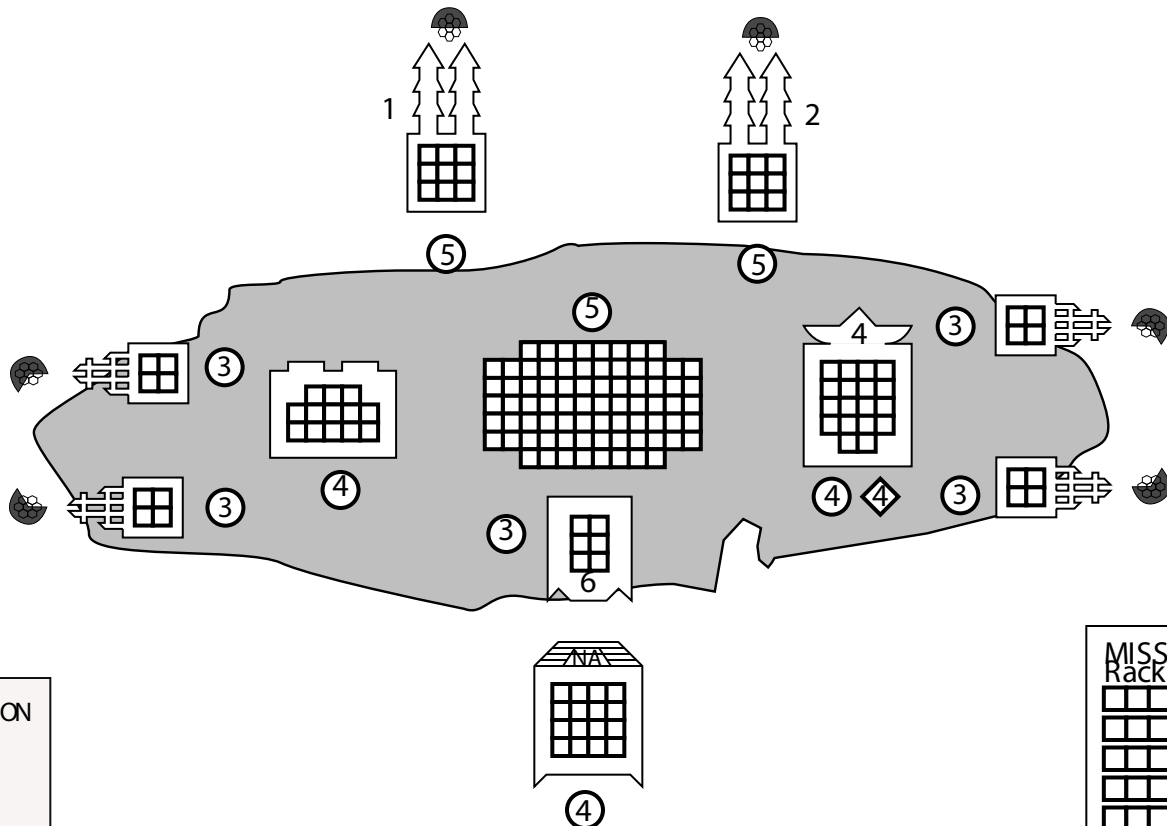
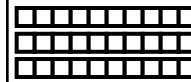
1-7: Primary Struct
8-10: Class B Missile
11-14: Vulcan Railgun
15-16: Hangar
17-18: Thruster
19: Control
20: Reactor

SENSOR DATA

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

HANGAR

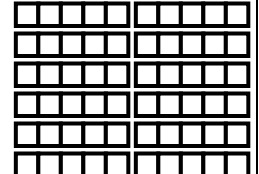
3 Fighters
3 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Vulcan Railgun
- Class-B Missile Rack

MISSILES



Rack # 2

