Version 1: 2E/NU

Name: _____ Counter: _____

Sal-bez Bev'ram Mining Center

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base	Turn Cost: N/A	Fwd/Aft Defense: 17
In Service: 2078	Turn Delay: N/A	Stb/Port Defense: 17
Point Value: 625	Accel/Decel N/A	Engine Efficiency: N/A
Ramming Factor: 320	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

SECTION HITS

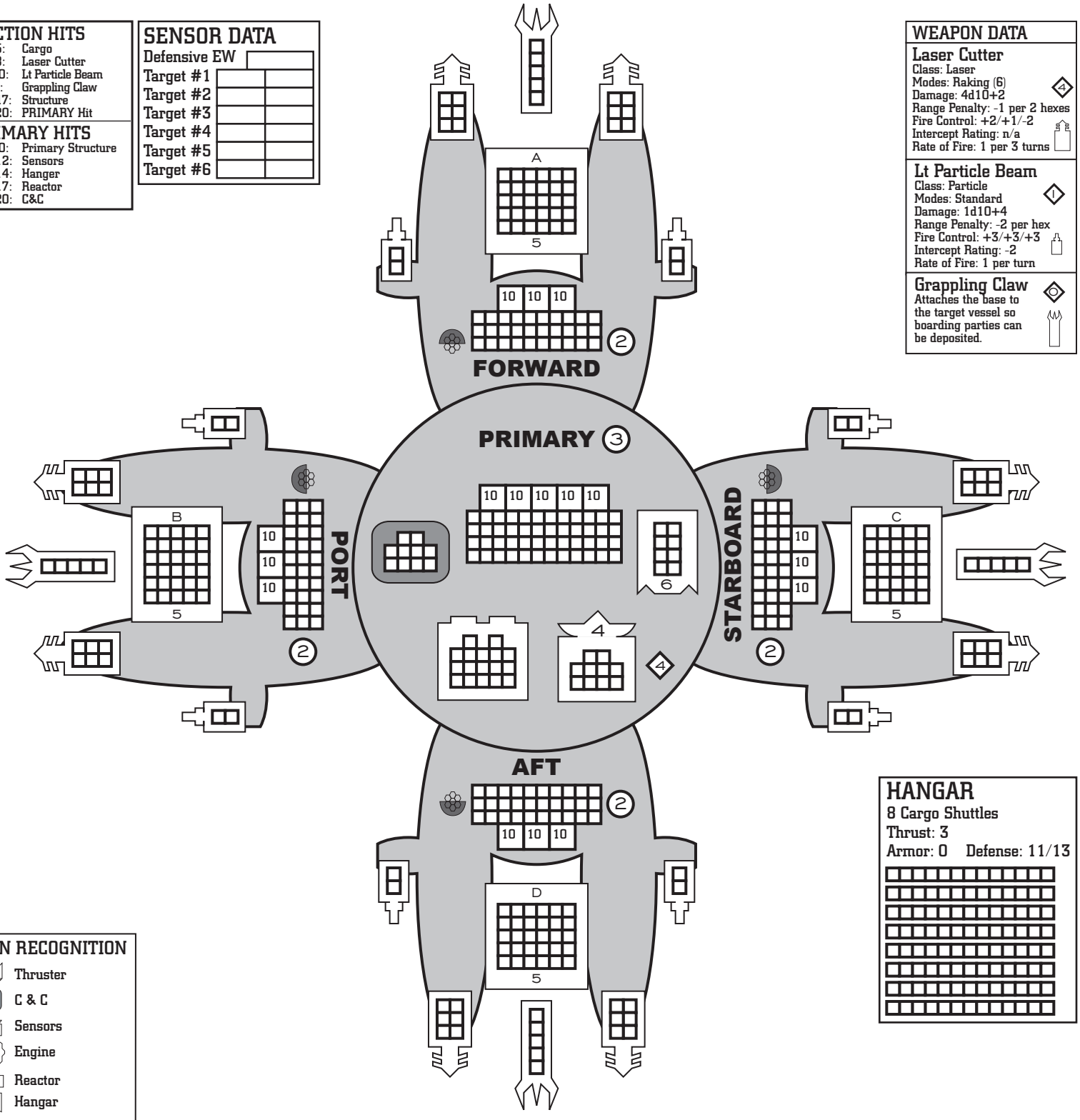
1-5:	Cargo
6-8:	Laser Cutter
9-10:	Lt Particle Beam
11:	Grappling Claw
12-17:	Structure
18-20:	PRIMARY Hit

PRIMARY HITS

1-10:	Primary Structure
10-12:	Sensors
13-14:	Hanger
15-17:	Reactor
19-20:	C&C

SENSOR DATA

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



WEAPON DATA

Laser Cutter
Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Grappling Claw
Attaches the base to the target vessel so boarding parties can be deposited.

HANGAR

8 Cargo Shuttles
Thrust: 3
Armor: 0 Defense: 11/13

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laser Cutter
- Lt Particle Beam
- Grappling Claw

DESIGN BY Geoffrey and Jeremy Stano