

Pak'ma'ra Ursh'tal'u Starbase

SPECS

Class: Enormous Base
In Service: 2221
Point Value: 3500
Ramming Factor: 700
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

Mega Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 6d10+12 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Ranged Fuser

Class: Plasma
Modes: Flash
Dmg: 6d10+12 (-1 per 4 hexes)
Range Penalty: -1 per 4 hexes
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

Plasma Accelerator

Class: Plasma
Mode: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

SECTION HITS

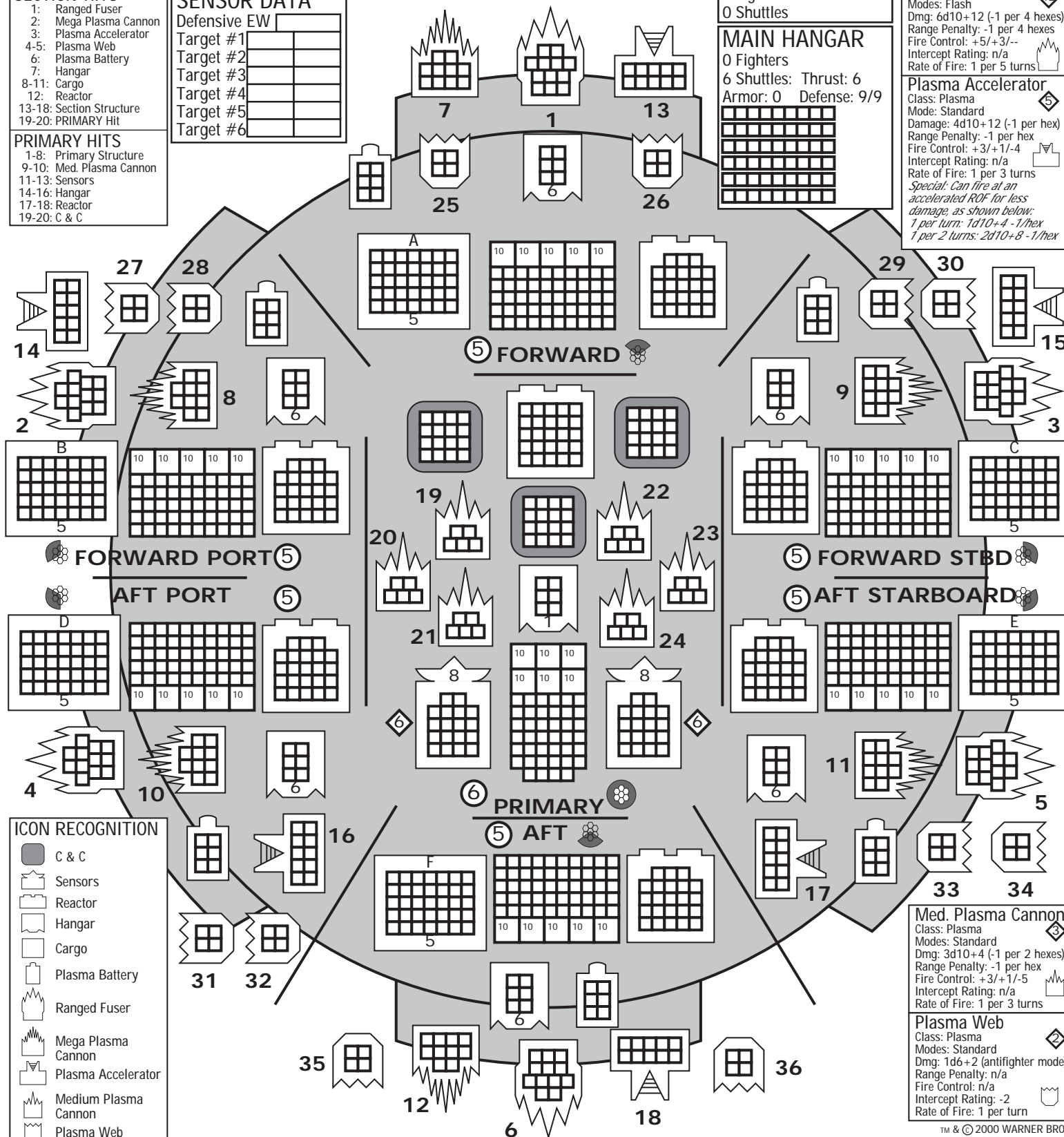
- 1: Ranged Fuser
- 2: Mega Plasma Cannon
- 3: Plasma Accelerator
- 4-5: Plasma Web
- 6: Plasma Battery
- 7: Hangar
- 8-11: Cargo
- 12: Reactor
- 13-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Med. Plasma Cannon
- 11-13: Sensors
- 14-16: Hangar
- 17-18: Reactor
- 19-20: C & C

SENSOR DATA

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



Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Plasma Web

Class: Plasma
Modes: Standard
Dmg: 1d6+2 (antifighter mode)
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn