

HULL ARRANGEMENT:

FWD

AFT
PORT

AFT
STBD

Version 1: 2E/SFB

Name: _____ Counter: _____

Andromedan Obliterator Base

SPECS

Class: Capital Base
In Service: 2198
Point Value: 1950
Ramming Factor: 90
Warp 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: 15
Stb/Port Defense: 15
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: +0

SECTION HITS

1-2: Power Absorber
3-8: Structure
9-11: Hvy Tractor Repulsor
12-14: Gravitic Focuser
15: Battery
16-17: Sensor
18: Reactor
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Structure
11-15: Cargo
16: Battery
17: Displacement Device
18-19: Reactor
20: C&C

SPECIAL NOTES

ELINT (Costs 9 power per turn to use abilities)
The Displacement Device cannot be used for self displacement
Special Hull Arrangement (Three Even Sides)
PA Panels Have Arc of the Appropriate Structure Block

SENSOR DATA

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

WEAPON DATA

Heavy Tractor Repulsor

Class: Gravitic
Mode: Raking
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Gravitic Focuser

Class: Gravitic
Mode: Standard
Damage: 1d10+4
+2 power: 1d10+7
+4 power: 1d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Displacement Device

Class: Gravitic
Mode: Special
Damage: +13 Init, -4 FC (friendly)
-13 Init, -4 FC (enemy)
Range Penalty: -1 per 2 hexes
Max Range: 25 hexes
Fire Control: +2/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Tactical T-Bomb

Class: Proximity (Antimatter)
Mode: Flash
Base to hit hex: 20
Damage: 2X
Maximum X: 15
Max Range: Ship's EW rating
Fire Control: none
Intercept Rating: n/a
Rate of Fire: 1 per transporter

Transporter Bombs

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