



Version 1: 2E/ST

Name: _____

Counter: _____



2ND EDITION

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Federation Starbase [Upgraded]

SPECS

Class: Enormous Base

In Service: 2355

Point Value: 10000

Ramming Ftr: 1200

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: 26

Stb/Port Defense: 26

Engine Efficiency: N/A

Extra Power: 0

Initiative Bonus: N/A

WEAPON DATA

Dual Phaser Bank

Class: Molecular

Mode: R, S

Damage: 4d10+5

Range Penalty: -1 per 2 hexes

Fire Control: +4/+3/+3

Intercept Rating: -2

Rate of Fire: 1 per turn

Special: Can fire for an accelerated ROF for less damage, as shown below: 2 per turn: 2d10+2

Adv. Photon Torpedo

Class: Ballistic + Antimatter

Mode: Standard

Damage: X+10

Max X: 20

Max Range: 50 hexes

Fire Control: +4/+2/-3

Intercept Rating: n/a

Rate of Fire: 1 per 2 turns

Special: Can hold up to three shots and fire them all at once or separately. See rules.

SECTION HITS

1: Hvy Deflector Shield

2-5: Dual Phaser

6: Cargo

7-9: Hangar

10: Reactor

11-18: Section Structure

19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure

11-12: Adv. Photon Torpedo

13-15: Shield Generator

16: Tractor Beam

17-18: Sensors

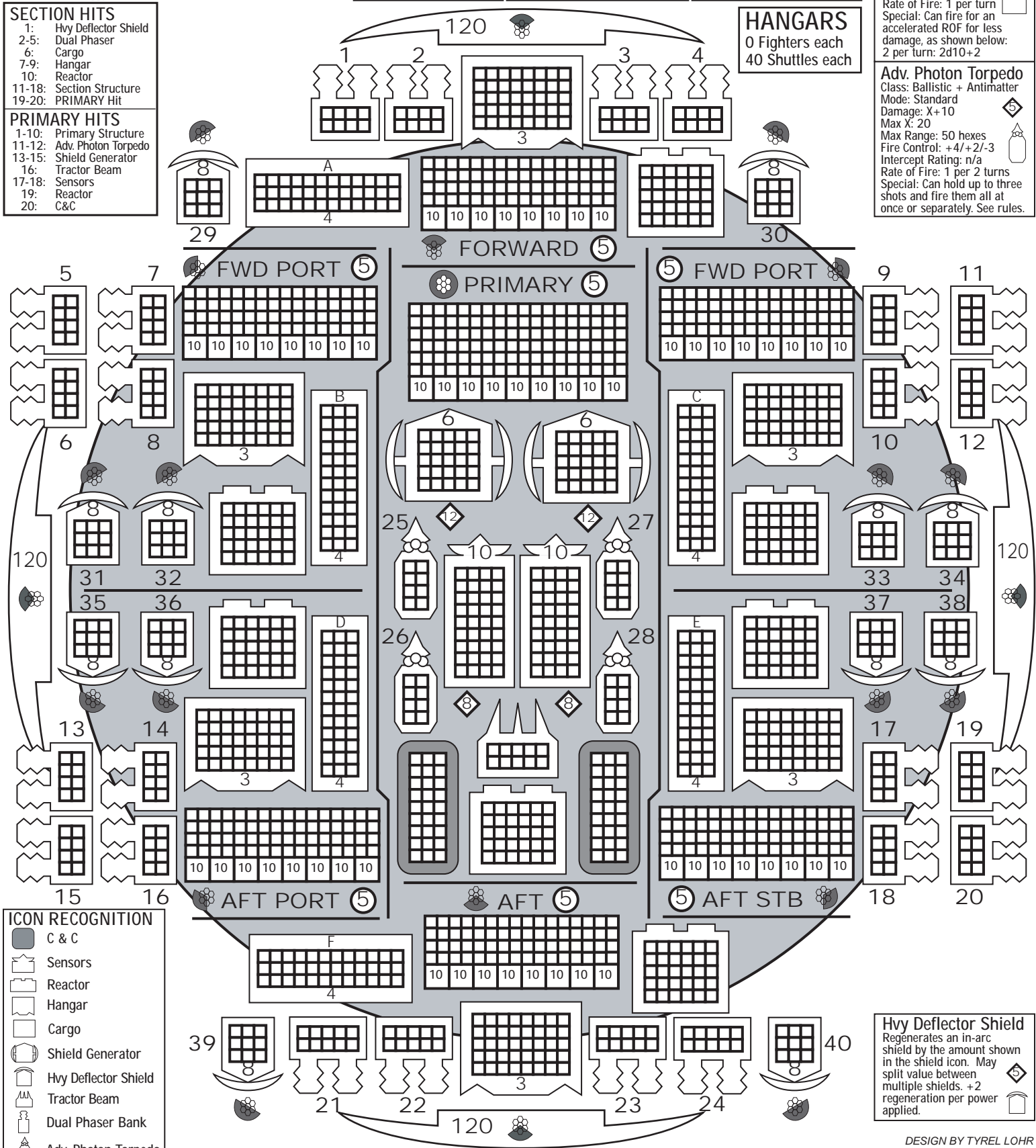
19: Reactor

20: C&C

HANGARS

0 Fighters each

40 Shuttles each



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Shield Generator
- Hvy Deflector Shield
- Tractor Beam
- Dual Phaser Bank
- Adv. Photon Torpedo

Hvy Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +2 regeneration per power applied.