



Version 1: 2E/ST

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Suliban Helix

## SPECS

Class: Enormous Base  
In Service: 2075  
Point Value: 850  
Ramming Factor: 700  
Warp Delay: 13 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 13  
Engine Efficiency: 2/1  
Extra Power: +4  
Initiative Bonus: +12

## WEAPON DATA

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

## HANGAR

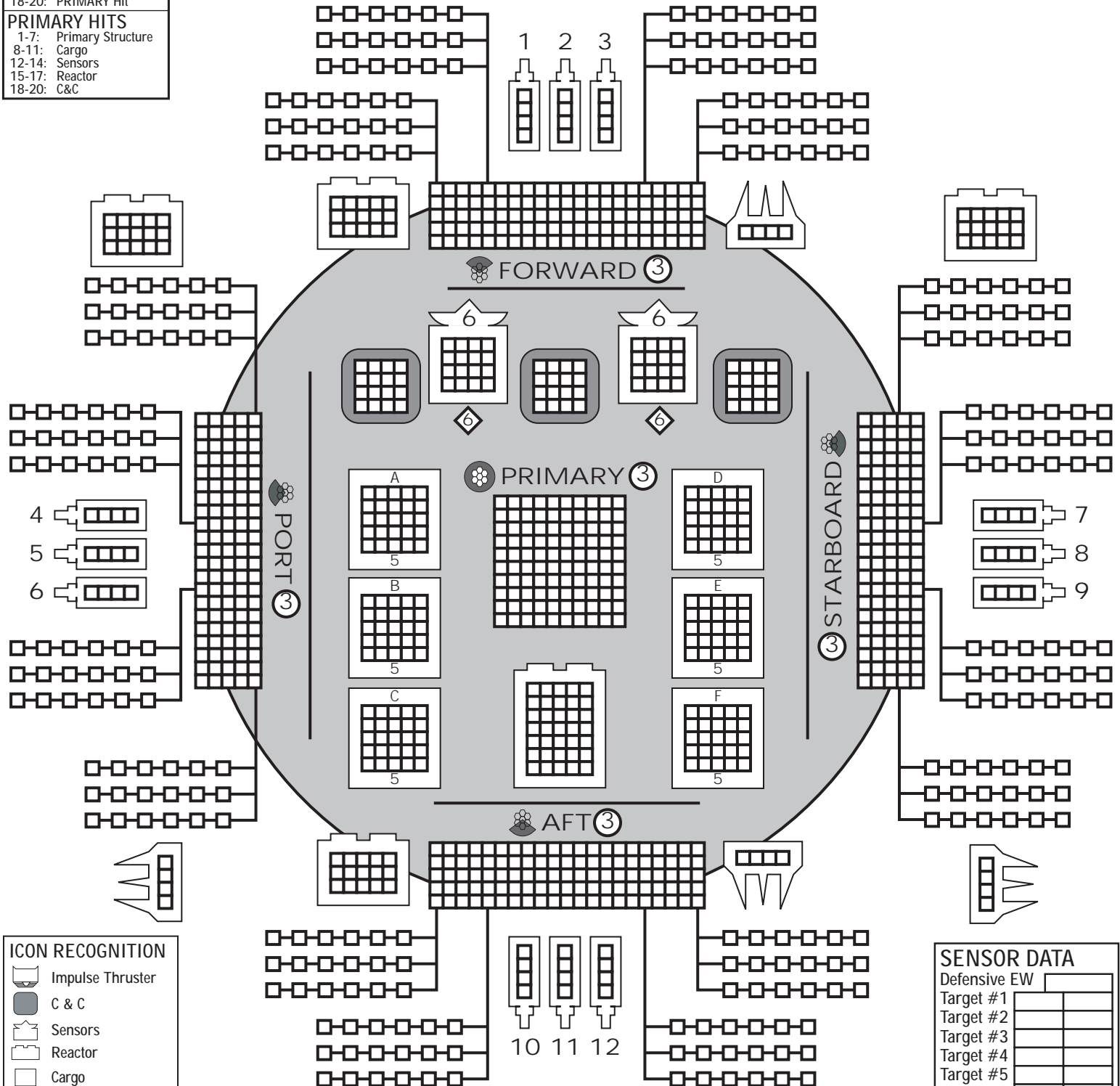
288 Fighters (on rails)  
0 Shuttles

## SECTION HITS

1-3: Early Particle Beam  
4-5: Tractor Beam  
6: Reactor  
7-17: Section Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Structure  
8-11: Cargo  
12-14: Sensors  
15-17: Reactor  
18-20: C&C



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Reactor
- Cargo
- Early Particle Beam
- Fighter Rail

## SENSOR DATA

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