

Torata Colotnar Defense Base

SPECS

Class: Enormous Base
In Service: 2256
Point Value: 2250
Ramming Factor: 660
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: 19
Stb/Port Defense: 19
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

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*

Laser Accelerator
Class: Laser
Mode: Raking
Damage: 4d10+16
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
*Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per 2 turns: 2d10+6
1 per 3 turns: 3d10+10*

Pentagon Array
Class: Particle
Mode: Raking (Special)
Damage: 5 sub-volleys of 1d10
Range Penalty: -1 per hex
Fire Control: +2/+3/+3
Intercept Rating: -5
Rate of Fire: 1 per turn
Special: Scores each 1d10 as a separate sub-volley.

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

Particle Accelerator
Class: Particle
Mode: Raking
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
*Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+6 / Int -2*

Pulse Accelerator
Class: Particle
Mode: Pulse
Damage: 12 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
*Special: Can fire at an accelerated ROF for less pulses, as shown below:
1 per 2 turns: 3 pulses, 1d2 hit
1 per turn: 2 pulses, 1 hit*

SECTION HITS

- 1: Pentagon Array
- 2: Plasma Accelerator
- 3-4: Laser Accelerator
- 5-6: Particle Accelerator
- 7: Pulse Accelerator
- 8: Hangar
- 9-10: Cargo
- 11: Reactor
- 12-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Lt Particle Beam
- 13-14: Sensors
- 15-16: Hangar
- 17-18: Reactor
- 19-20: C & C

EARLY VERSIONS

From 2242-2256, replace all pentagon arrays with 3 light particle beams, and lower the cost by 50. From 2220-2241, replace all pulse accelerators with plasma accelerators, and all laser accelerators with particle accelerators, lowering the cost by 200.

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Plasma Accelerator
- Particle Accelerator
- Laser Accelerator
- Pulse Accelerator
- Pentagon Array
- Light Particle Beam

