



Yolu Fallasen Starbase

SPECS

Class: Enormous Base
In Service: 2142
Point Value: 4500
Ramming Factor: 860
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
Sth/Port Defense: 19
Engine Efficiency: N/A
Extra Power: +18
Initiative Bonus: N/A

WEAPON DATA

Molecular Flyer

Class: Molecular
Modes: Special
Damage: Special
Range Penalty: -1 per 3 hexes
Fire Control: +4/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Destroys 1 point of armor on all facing systems and structure

Fusion Agitator

Class: Molecular
Modes: Raking (6)
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor as if it were 1 point lower. Add 1dd10 damage for each 4 extra power (max +4d10)

SECTION HITS

1-2: Molecular Flyer
3-5: Fusion Cannon
6: Molecular Agitator
7-8: Destabiliser Beam
9: Reactor
10-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

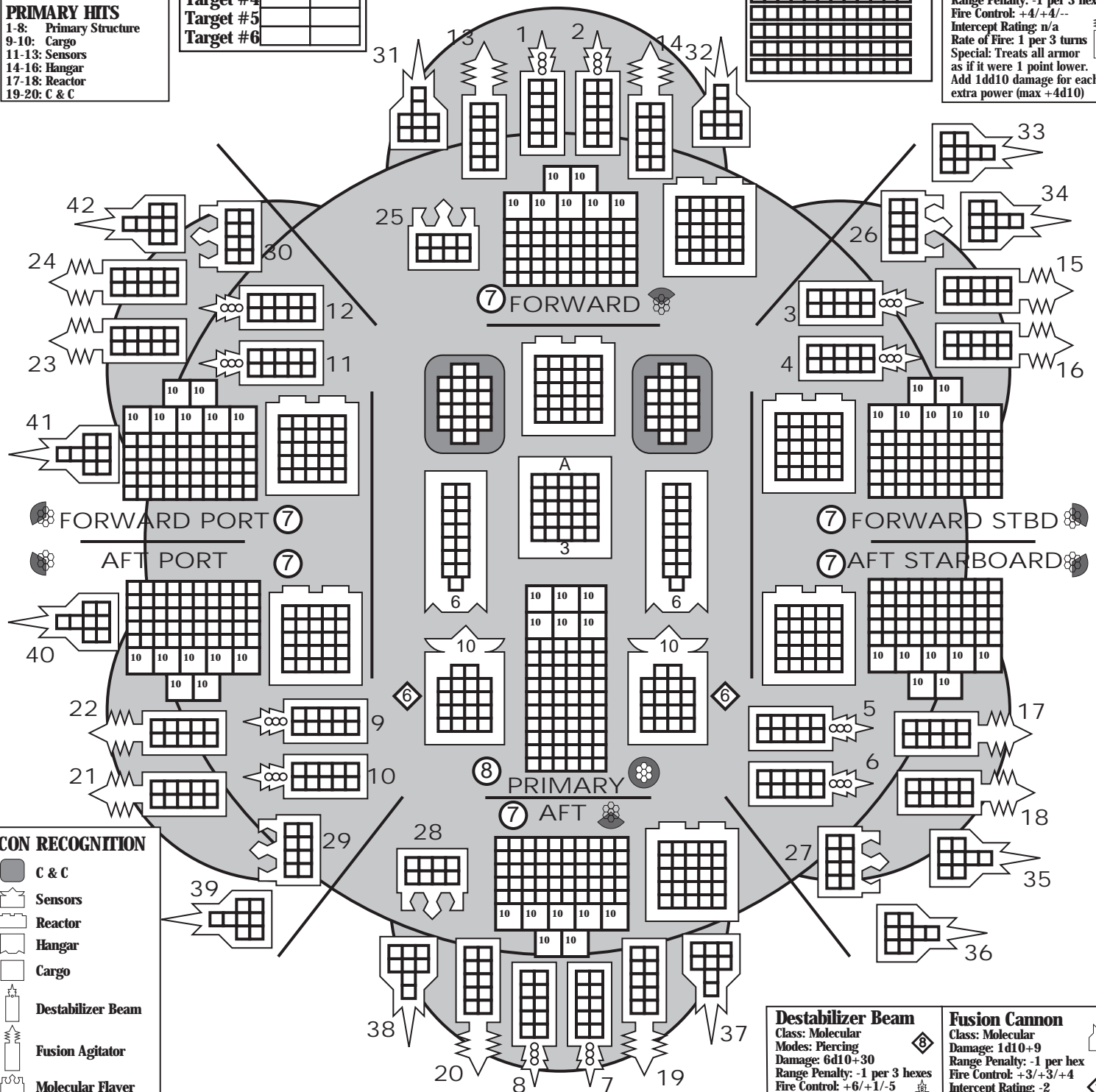
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Destabilizer Beam
- Fusion Agitator
- Molecular Flyer
- Fusion Cannon

Destabilizer Beam

Class: Molecular
Modes: Piercing
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Fusion Cannon

Class: Molecular
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn