

EA Heavy Shipyard

SPECS

Class: Enormous Base
 In Service: N/A
 Point Value: 710
 Ramming Factor: 700
 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: 22 (19)
 Stb/Port Defense: 22 (19)
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: N/A

WEAPON DATA

Standard Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Interceptor Mk-I

Intercept Rating: -3
 Rate of Fire: 1 per turn
 OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 1d10+5
 Fire Control: -/-/+6
 Range Penalty: -2 per hex

SECTION HITS

- 1-4: Hangar/Cargo
- 5-6: Reactor
- 7-15: Structure
- 16-18: Connection Strut
- 19-20: PRIMARY Hit

PRIMARY HITS

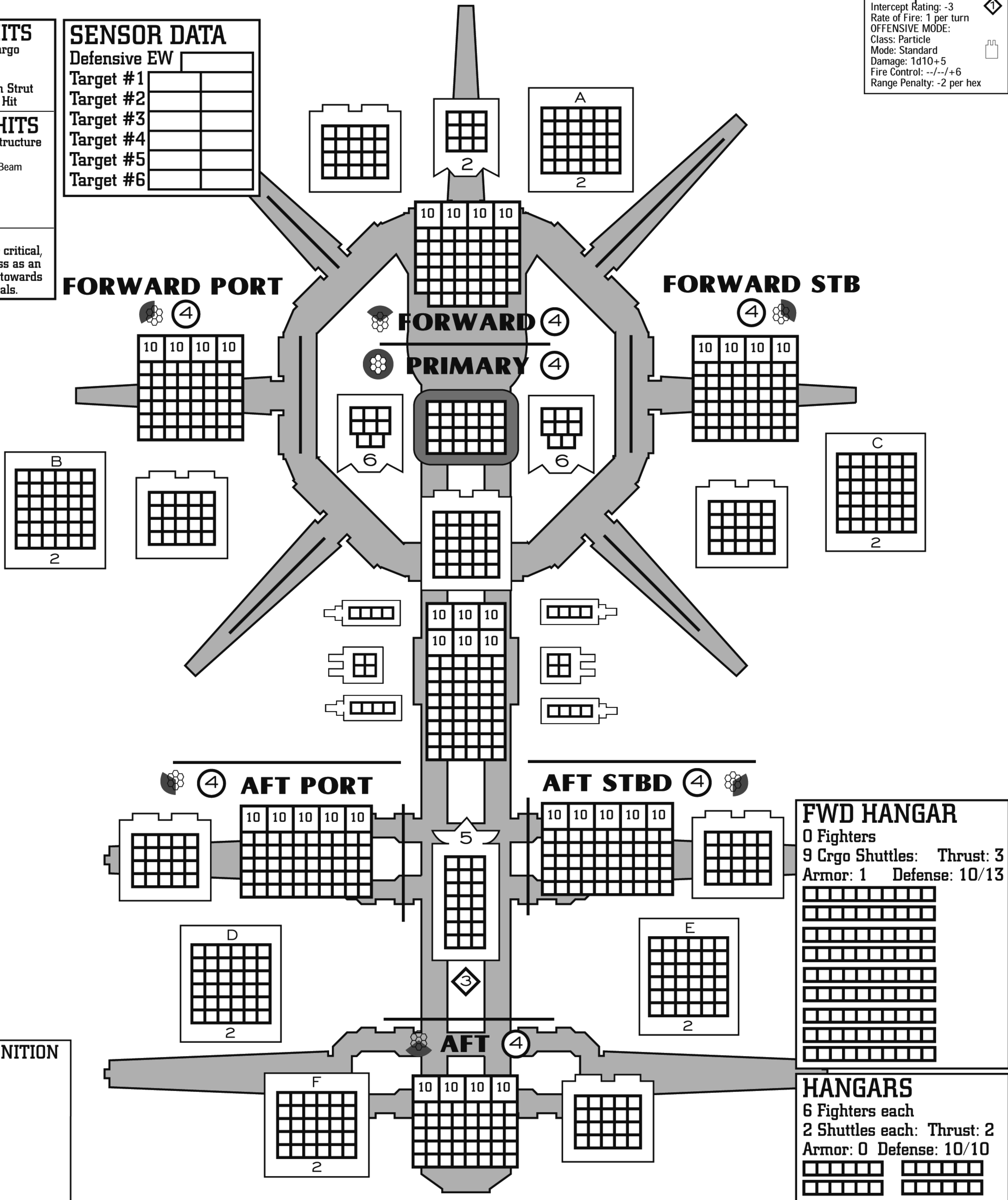
- 1-8: Primary Structure
- 9: Interceptor
- 10: Std Particle Beam
- 11-12: Sensors
- 13-15: Hangar
- 16-18: Reactor
- 19-20: C&C

SPECIAL RULE:

On an outer reactor critical, count any power loss as an additional modifier towards future reactor criticals.

SENSOR DATA

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



ICON RECOGNITION

- C & C
- Sensors
- Cargo
- Reactor
- Hangar
- Std Particle Beam
- Interceptor