

Name: _____ Counter: _____



EA Medium Base

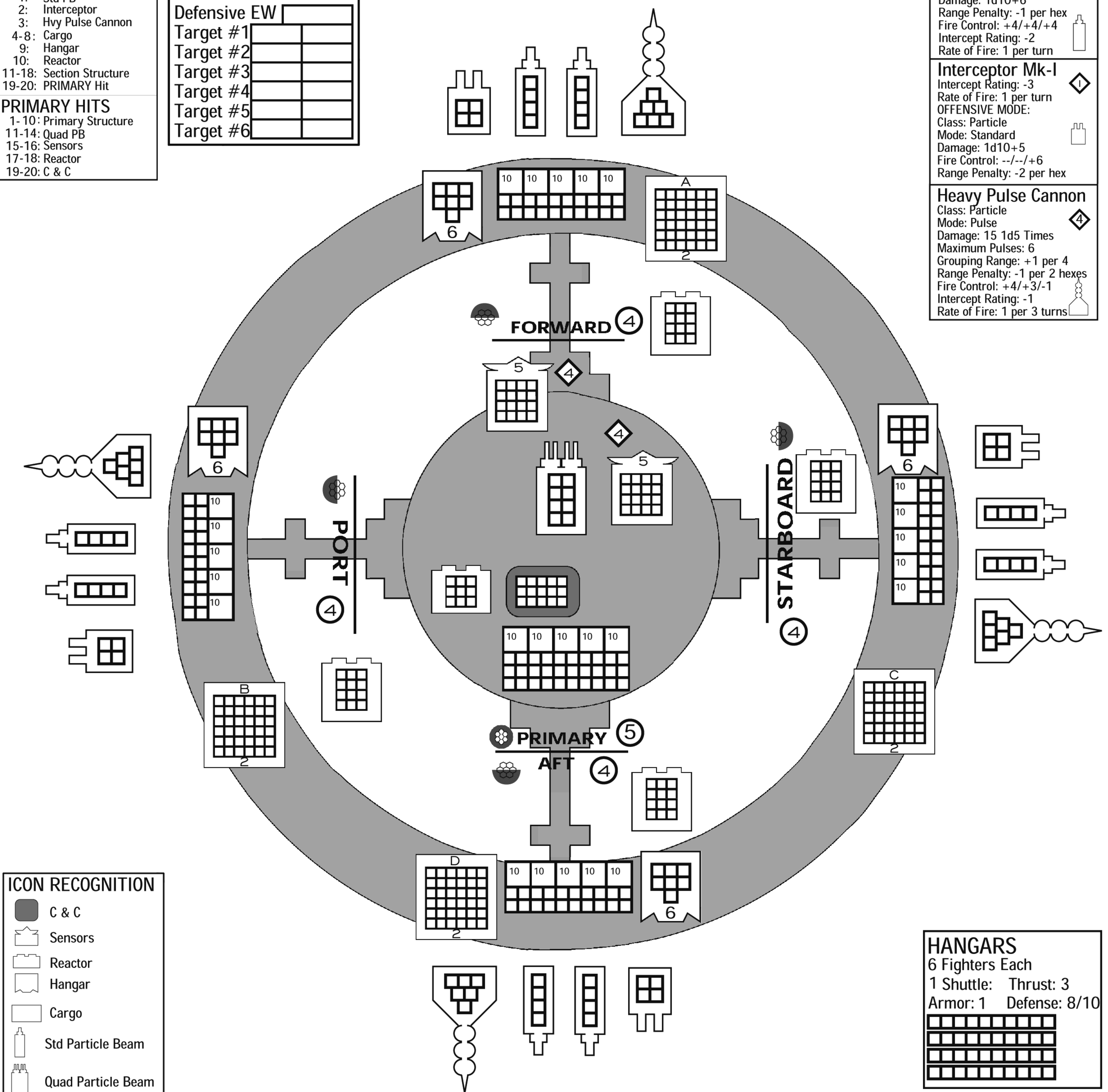
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base In Service: 2240 Point Value: 1500 Ramming Factor: 400 Jump Delay: N/A	Turn Cost: N/A Turn Delay: N/A Accel/Decel Cost: N/A Pivot Cost: N/A Roll Cost: N/A	Fwd/Aft Defense: 18 (15) Stb/Port Defense: 18 (15) Engine Efficiency: N/A Extra Power: 0 Initiative Bonus: N/A

WEAPON DATA	
Quad Particle Beam Class: Particle Mode: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 4 per turn	
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	
Heavy Pulse Cannon Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns	

SECTION HITS
1: Std PB
2: Interceptor
3: Hvy Pulse Cannon
4-8: Cargo
9: Hangar
10: Reactor
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11-14: Quad PB
15-16: Sensors
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
	Std Particle Beam
	Quad Particle Beam
	Interceptor
	Hvy Pulse Cannon

HANGARS	
6 Fighters Each	
1 Shuttle: Thrust: 3	
Armor: 1 Defense: 8/10	