

Name: _____ Counter: _____



2ND EDITION

EA MCV Shipyard

SPECS
Class: Capital Base
In Service: 2240
Point Value: 360
Ramming Factor: 220
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

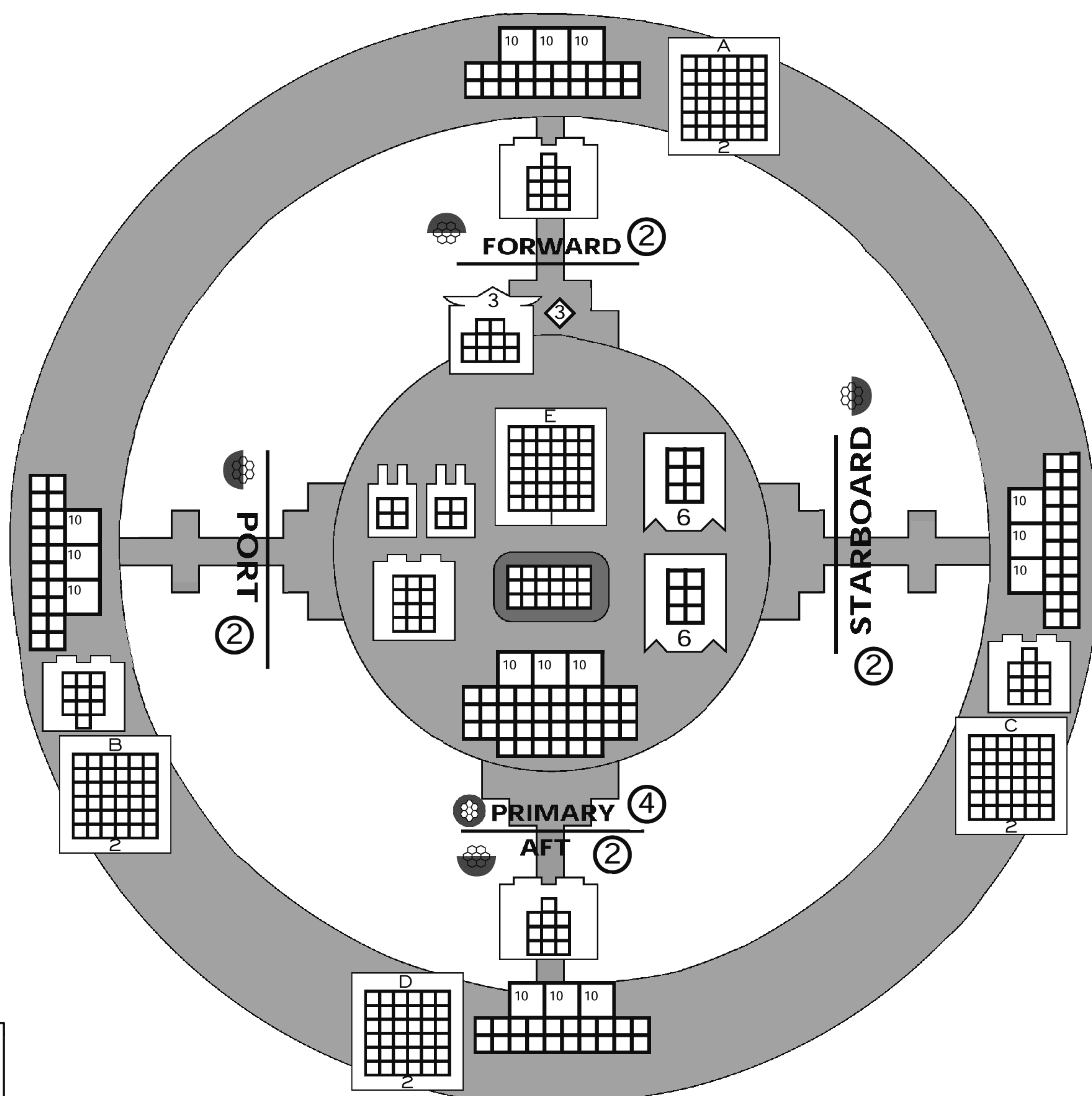
COMBAT STATS
Fwd/Aft Defense: 18 (15)
Stb/Port Defense: 18 (15)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA	
Interceptor Mk-I	①
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
1-2: Interceptor
3-7: Cargo
8: Reactor
9-16: Section Structure
17-18: Connection Strut
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-12: Cargo
13-14: Hangar
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
Interceptor

PRIMARY HANGAR
6 Fighters
6 Shuttles