

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



2ND EDITION

# EA Orbital Fighter Production Facility

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base	Turn Cost: N/A	Fwd/Aft Defense: 16 (13)
In Service: 2240	Turn Delay: N/A	Stb/Port Defense: 16 (13)
Point Value: 545	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 220	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

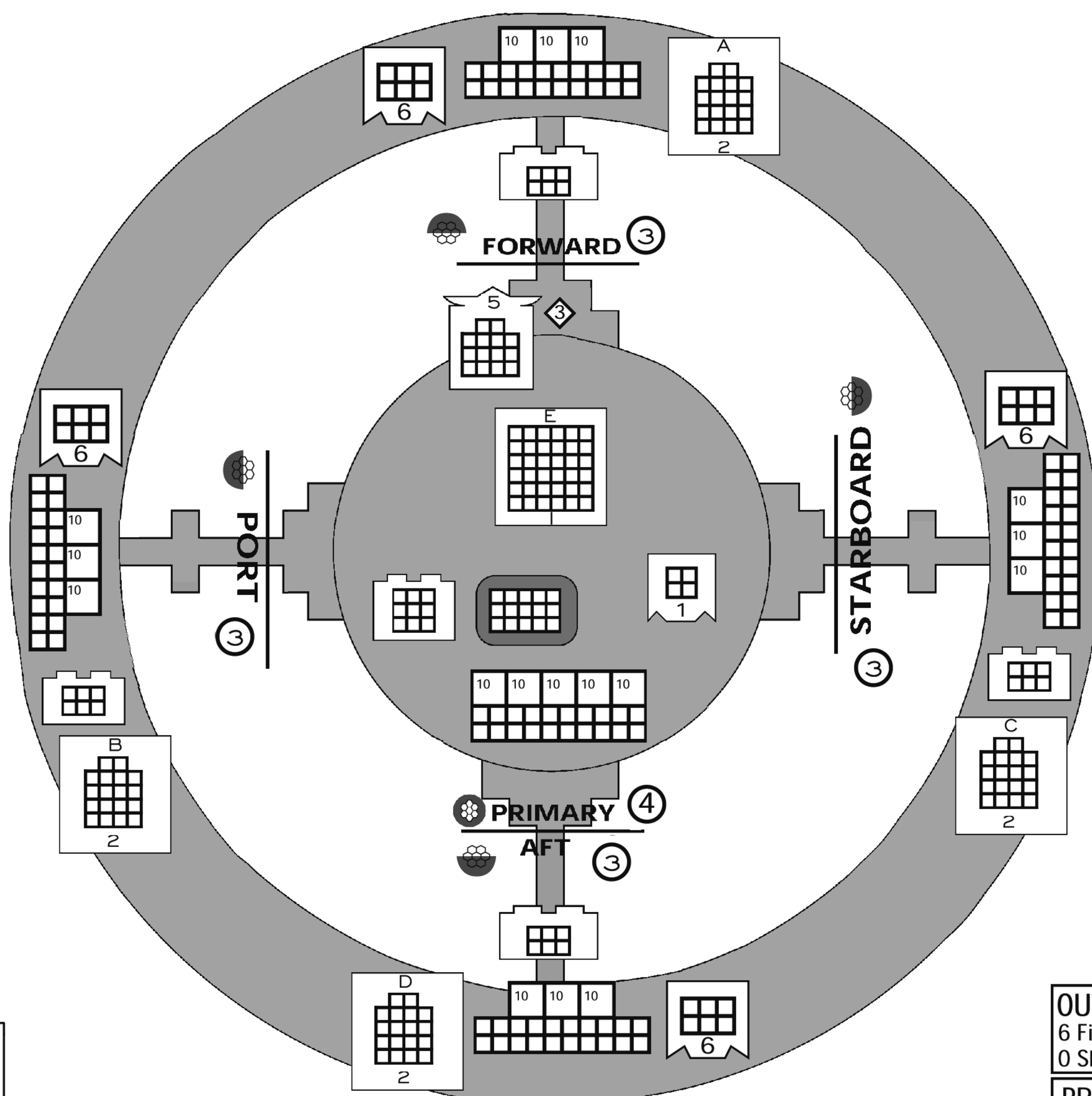
WEAPON DATA	
Standard Particle Beam	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-I	◆
Intercept Rating: -3	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+5	
Fire Control: -/-/+6	
Range Penalty: -2 per hex	

SECTION HITS
1: Interceptor
2: Std Particle Beam
3-6: Cargo
7-8: Hangar
9: Reactor
10-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10-13: Cargo
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
	Std Particle Beam
	Interceptor

OUTER HANGARS
6 Fighters
0 Shuttles

PRIMARY HANGAR
0 Fighters
4 Shuttle: Thrust: 3
Armor: 1 Defense: 8/10