

Name: _____ Counter: _____



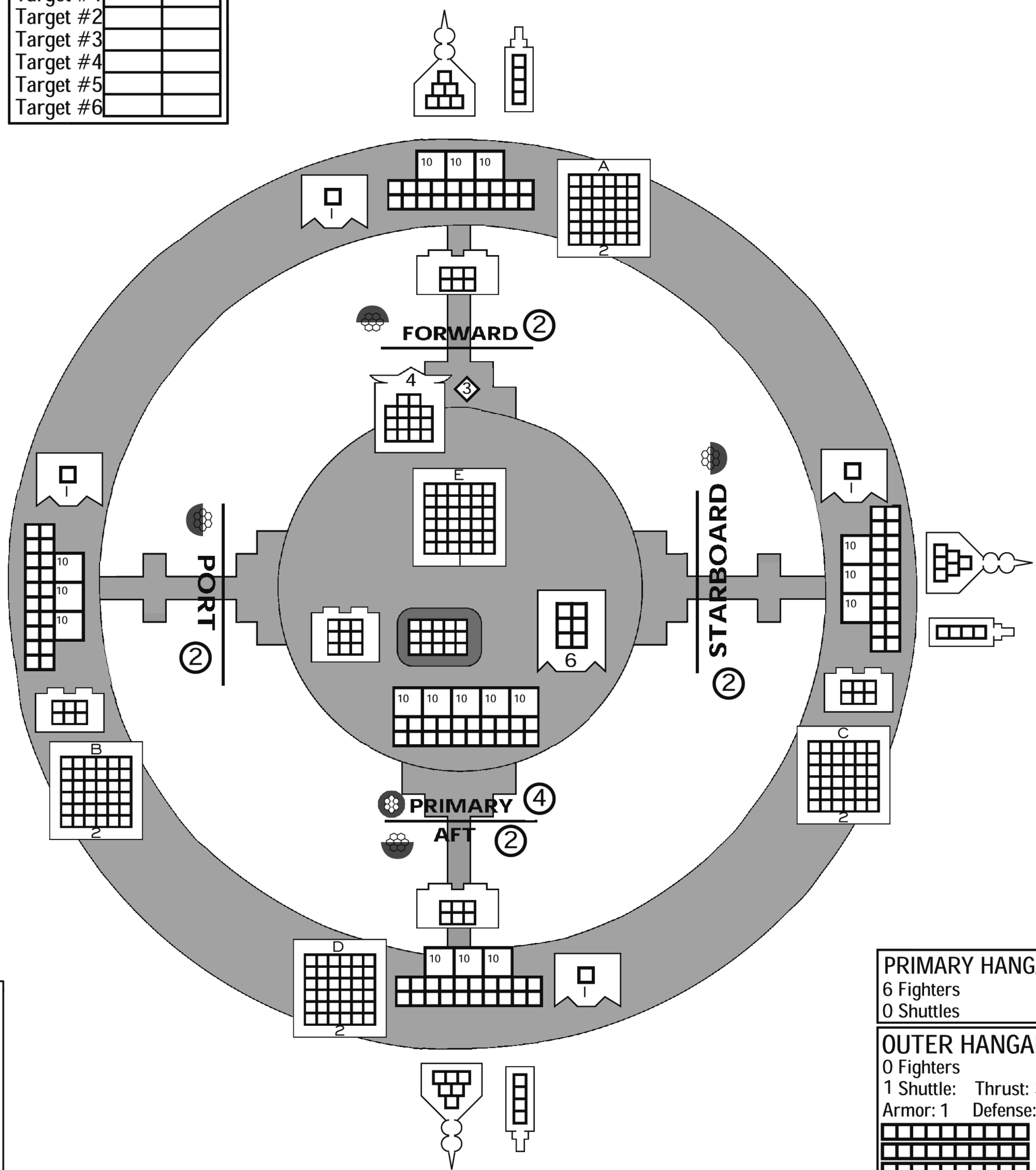
EA Civilian Base

SPECS Class: Capital Base In Service: 2240 Point Value: 370 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 Stb/Port Defense: 18 Engine Efficiency: N/A Extra Power: 0 Initiative Bonus: N/A
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WEAPON DATA Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns	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
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SECTION HITS 1: Std Particle Beam 2: Pulse Cannon 3-7: Cargo 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
Pulse Cannon
Std Particle Beam

PRIMARY HANGAR 6 Fighters 0 Shuttles

OUTER HANGARS 0 Fighters 1 Shuttle: Thrust: 3 Armor: 1 Defense: 8/10