

Unsheathed Claw Drakheara Base

SPECS

Class: Capital Base
In Service: 1865
Point Value: 725
Ramming Factor: 400
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

WEAPON DATA

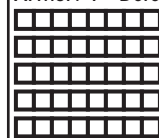
Hvy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Plasma Cutter
Class: Plasma
Modes: Raking (5)
Dmg: 1d10+4 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

HANGAR

18 Fighters
5 Shuttles: Thrust: 5
Armor: 1 Defense: 12/12



SECTION HITS

1: Hvy Plasma Cannon
2-4: Med Plasma Cannon
5-8: Cargo
9-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Plasma Cutter
11-13: Sensors
14-16: Hangar
17-18: Reactor
19-20: C&C

Note: This unit has only four main sections: Forward, Port, Starboard, and Aft. Angled systems are hit on either adjacent section hit and fall off only if both adjacent sections are lost.

SPECIAL NOTES

Unique Base

SENSOR DATA

Defensive EW

Target #1

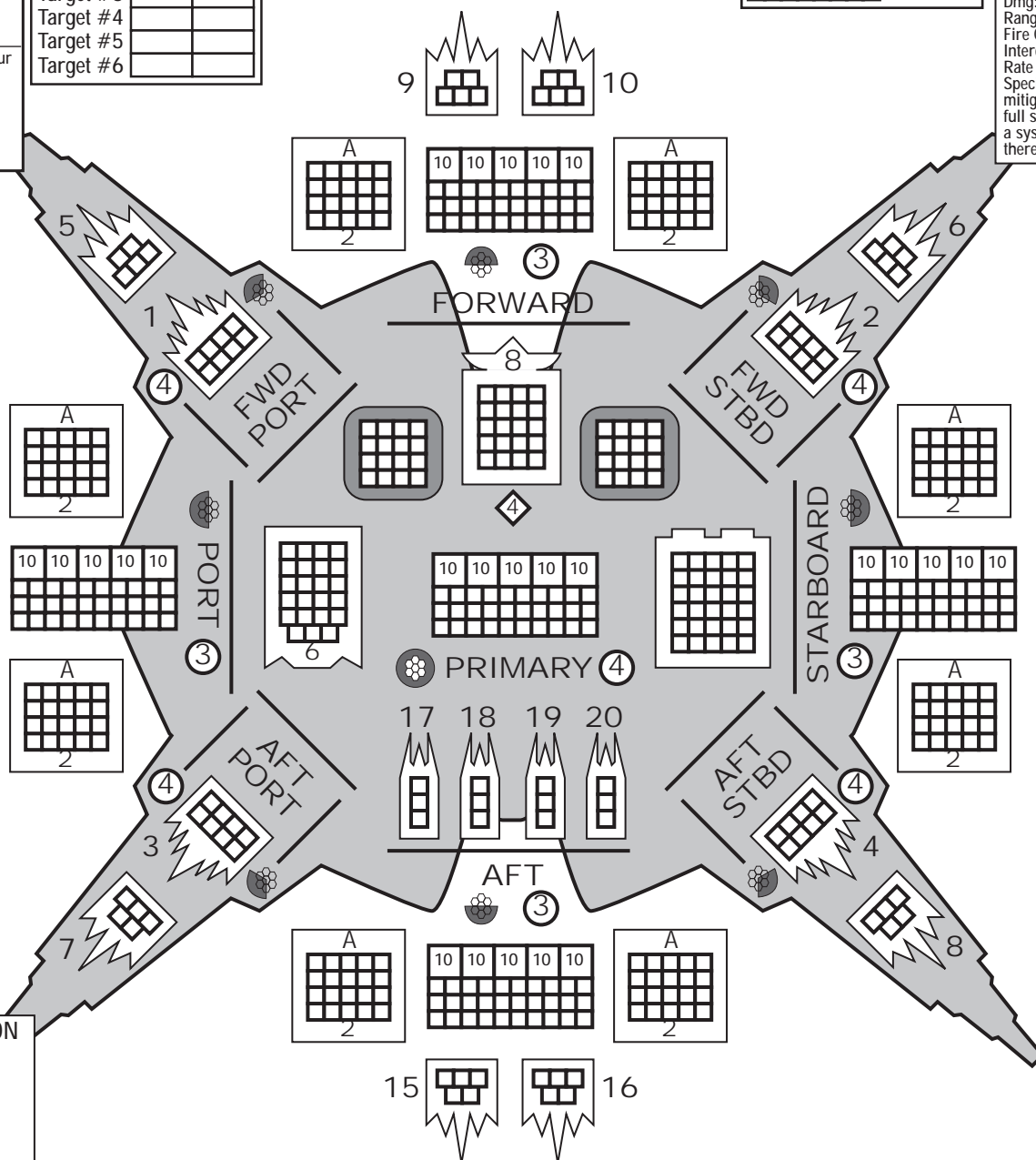
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Plasma Cutter