

Sshel'ath Usarra War Station

SPECS

Class: Enormous Base
In Service: 1969
Point Value: 3500
Ramming Factor: 660
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: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Laser Cutter
Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Gatling Laser
Class: Laser
Modes: Pulse
Damage: 1d10+4 1d3 times
Max Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+1/+1
Int Rating: -2 (vs. ballistics)
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

SECTION HITS

1-2: Missile Rack
3-4: Laser Cutter
5-6: Gatling Laser
7-8: Cargo
9: Reactor
10: Hangar
11-18: Section Structure
19-20: PRIMARY Hit

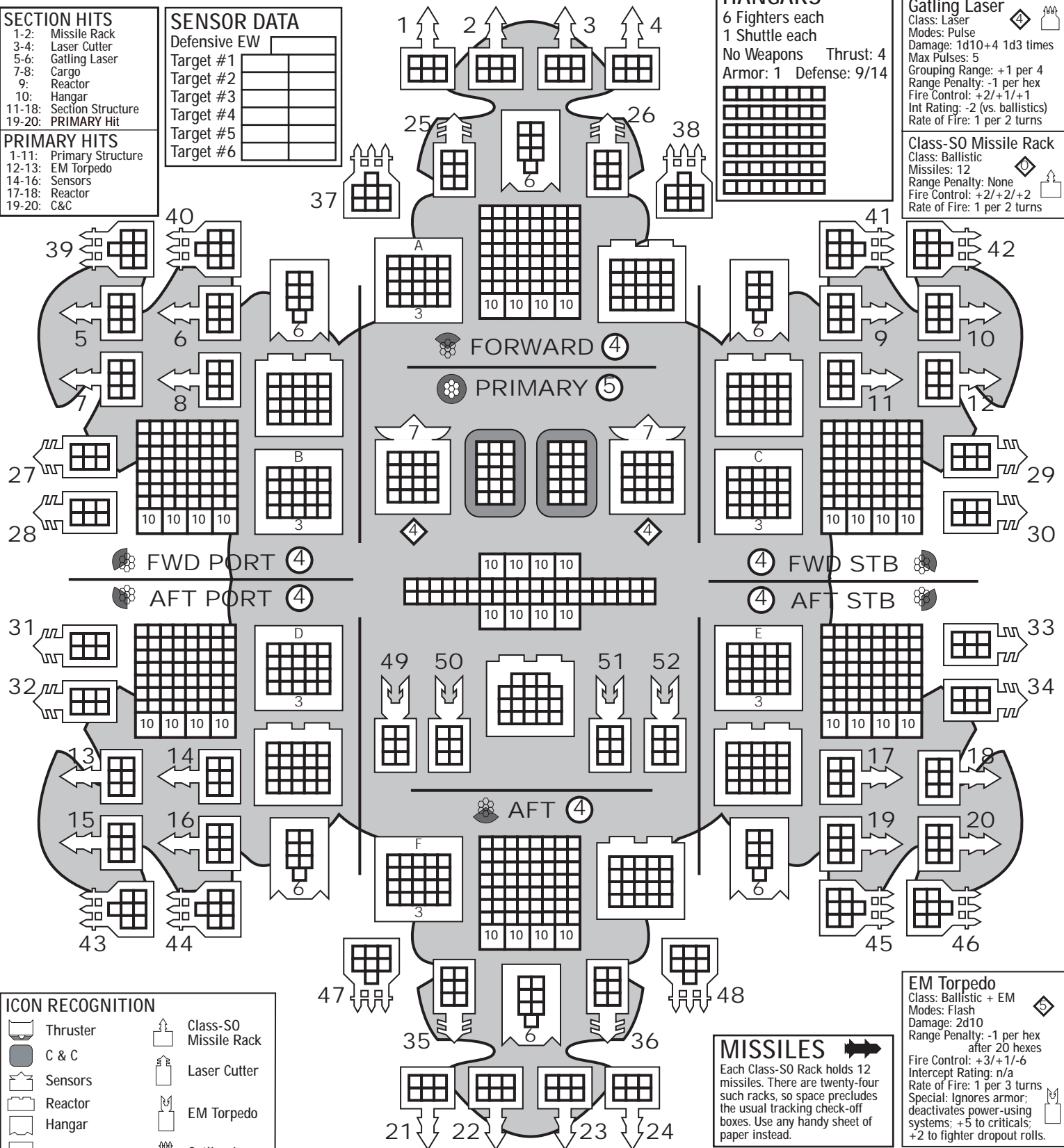
PRIMARY HITS

1-11: Primary Structure
12-13: EM Torpedo
14-16: 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

	Thrustor		Class-S0 Missile Rack
	C & C		Laser Cutter
	Sensors		EM Torpedo
	Reactor		Gatling Laser
	Hangar		
	Cargo		

MISSILES

Each Class-S0 Rack holds 12 missiles. There are twenty-four such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.

EM Torpedo
Class: Ballistic + EM
Modes: Flash
Damage: 2d10
Range Penalty: -1 per hex after 20 hexes
Fire Control: +3/+1/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores armor; deactivates power-using systems; +5 to criticals; +2 to fighter dropout rolls.