

Civilian Orbital Spaceport

SPECS

Class: Enormous Base
In Service: ?
Point Value: ?
Ramming Factor: 475
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

Grappling Claw
Docks Ships to Cargo Hub to allow for direct transfer of people and cargo. Ship must be speed 0 in adjacent hex that claw is facing.

Version 2024/1: Fate

SECTION HITS

1-2: Grappling Claw
3-4: LCV Rail
5-9: Cargo
10-11: Passenger Quarters
12-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Crew Quarters
13-14: Sensors
15-16: Hangar
17-18: Reactor
19-20: C & C

Note: Docking Ring does not rotate and remains stationary throughout scenario.

SPECIAL NOTES

Antiquated Sensors
Fission Reactor

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGARS

0 Fighters
18 Shuttles: Thrust: 2
Armor: 0 Defense: 10/11

DOCKING RING

FORWARD

PRIMARY

FWD STBD

AFT STBD

FWD PORT

AFT PORT

AFT

DOCKING RING

ICON RECOGNITION

