



# EA Orion Starbase (Epsilon Model)

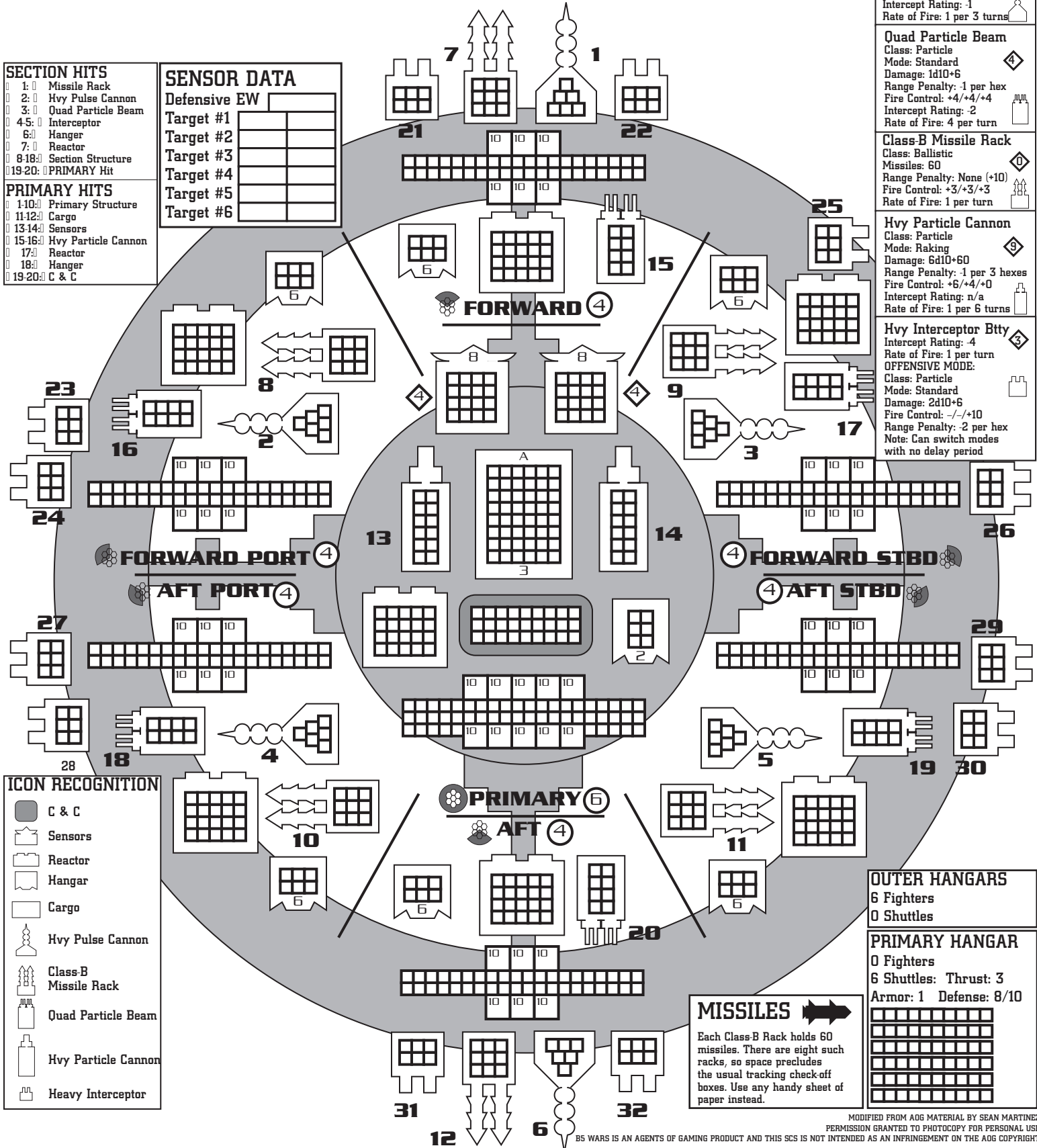
SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: N/A	Fwd/Aft Defense: 20 (16)
In Service: 2255	Turn Delay: N/A	Stb/Port Defense: 20 (16)
Point Value: 2700	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 750	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

### WEAPON DATA

<b>Heavy Pulse Cannon</b> Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
<b>Quad Particle Beam</b> Class: Particle Mode: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 4 per turn
<b>Class-B Missile Rack</b> Class: Ballistic Missiles: 60 Range Penalty: None (+10) Fire Control: +3/+3/+3 Rate of Fire: 1 per turn
<b>Hvy Particle Cannon</b> Class: Particle Mode: Raking Damage: 6d10+60 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 6 turns
<b>Hvy Interceptor Btty</b> Intercept Rating: -4 Rate of Fire: 1 per turn <b>OFFENSIVE MODE:</b> Class: Particle Mode: Standard Damage: 2d10+6 Fire Control: -/-/+10 Range Penalty: -2 per hex Note: Can switch modes with no delay period

SECTION HITS
1: Missile Rack
2: Hvy Pulse Cannon
3: Quad Particle Beam
4-5: Interceptor
6: Hanger
7: Reactor
8-18: Section Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Structure
11-12: Cargo
13-14: Sensors
15-16: Hvy Particle Cannon
17: Reactor
18: Hanger
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
	Hanger
	Cargo
	Hvy Pulse Cannon
	Class-B Missile Rack
	Quad Particle Beam
	Hvy Particle Cannon
	Heavy Interceptor

OUTER HANGARS
6 Fighters
0 Shuttles

PRIMARY HANGAR
0 Fighters
6 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

**MISSILES**

Each Class-B Rack holds 60 missiles. There are eight such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.