



**SENSOR DATA**

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

# Federation Starbase [Upgraded]

**SPECS**

Class: Enormous Base  
 In Service: 2355  
 Point Value: 10000  
 Ramming Ftr: 1200  
 Warp 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: 26  
 Stb/Port Defense: 26  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: N/A

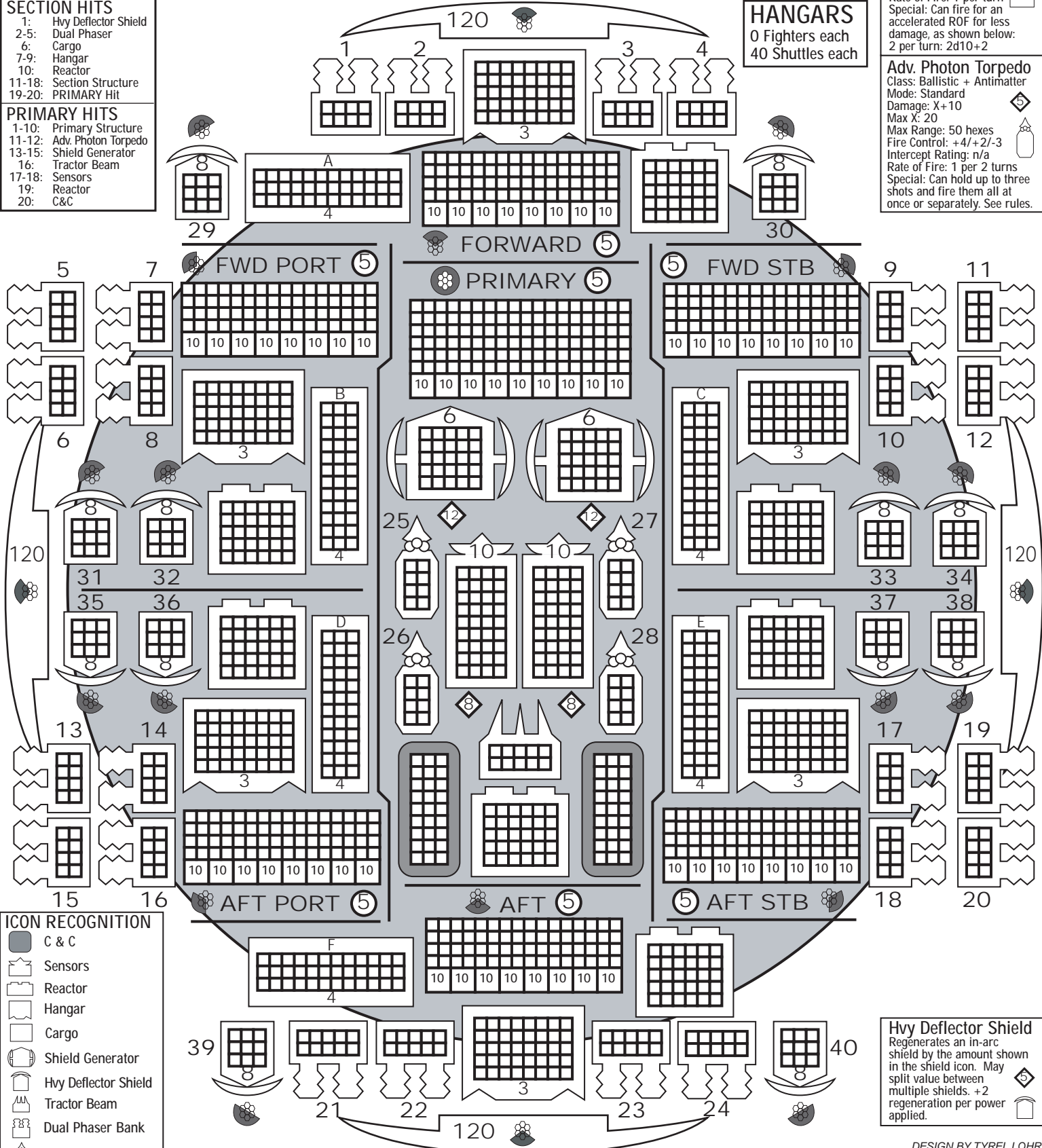
**WEAPON DATA**

**Dual Phaser**  
 Class: Molecular  
 Mode: R, S  
 Damage: 4d10+5  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+3/+3  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn  
 Special: Can fire for an accelerated ROF for less damage, as shown below: 2 per turn: 2d10+2

**Adv. Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 20  
 Max Range: 50 hexes  
 Fire Control: +4/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
 Special: Can hold up to three shots and fire them all at once or separately. See rules.

- SECTION HITS**
- 1: Hvy Deflector Shield
  - 2-5: Dual Phaser
  - 6: Cargo
  - 7-9: Hangar
  - 10: Reactor
  - 11-18: Section Structure
  - 19-20: PRIMARY Hit
- PRIMARY HITS**
- 1-10: Primary Structure
  - 11-12: Adv. Photon Torpedo
  - 13-15: Shield Generator
  - 16: Tractor Beam
  - 17-18: Sensors
  - 19: Reactor
  - 20: C&C

**HANGARS**  
 0 Fighters each  
 40 Shuttles each



- ICON RECOGNITION**
- C & C
  - Sensors
  - Reactor
  - Hangar
  - Cargo
  - Shield Generator
  - Hvy Deflector Shield
  - Tractor Beam
  - Dual Phaser Bank
  - Adv. Photon Torpedo

**Hvy Deflector Shield**  
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +2 regeneration per power applied.