

# Generic Medium Shipyard

## SPECS

Class: Enormous Base  
In Service: N/A  
Point Value: N/A  
Ramming Factor: 600  
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

**Std. Defense Turret**  
Class: Particle  
Modes: Standard  
Damage: 2d10  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 3 per turn

**Light Defense Turret**  
Class: Particle  
Modes: Standard  
Damage: 1d10+2  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+5  
Intercept Rating: -3  
Rate of Fire: 3 per turn

## SECTION HITS

1-4: Hangar/Cargo  
5-6: Reactor  
7-16: Structure  
17-18: Connection Strut  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Defense Turret  
11-12: Sensors  
13-15: Hangar  
16-18: Reactor  
19-20: C&C

## SPECIAL RULE:

On an outer reactor critical, count any power loss as an additional modifier towards future reactor criticals.

## SENSOR DATA

Defensive EW

Target #1

Target #2

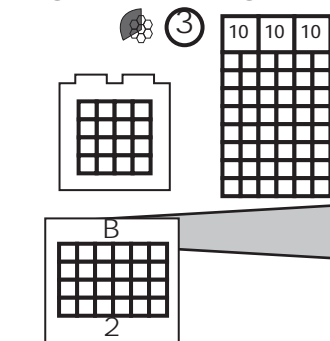
Target #3

Target #4

Target #5

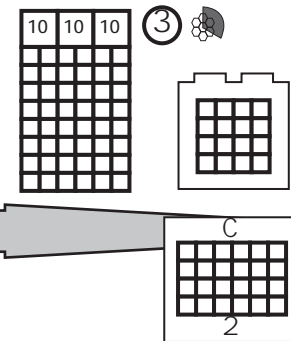
Target #6

FORWARD PORT



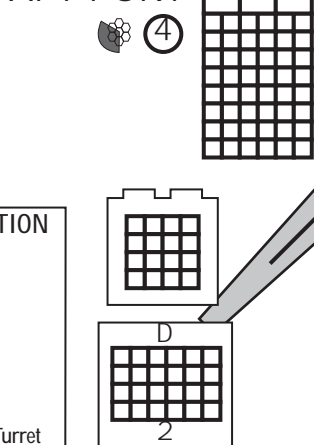
FORWARD

FORWARD STB



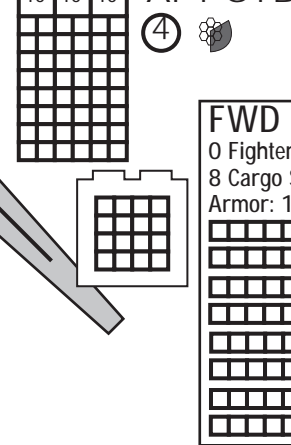
PRIMARY

AFT PORT



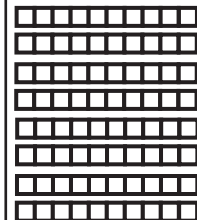
AFT

AFT STBD



## FWD HANGAR

0 Fighters  
8 Cargo Shuttles: Thrust: 3  
Armor: 1 Defense: 10/13



## ICON RECOGNITION

- C & C
- Sensors
- Cargo
- Reactor
- Hangar
- Std. Defense Turret
- Light Defense Turret