

Version 2: 2E/WotA

Name: \_\_\_\_\_

Counter: \_\_\_\_\_

# Kirishiac Citadel Starbase

## SPECS

Class: Enormous Base  
 In Service: Ancient  
 Point Value: 30000  
 Ram Factor: 1700  
 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: 23 (19)  
 Stb/Port Defense: 23 (19)  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: N/A

## HANGARS (each)

18 Warrior Projectiles

## ORBITAL SEGMENTS

Can be targeted as a fighter with defense 8/8.

## HEAVY WEAPON ORBITAL SEGMENTS

Can be targeted as a Medium Ship with defense 10/10.



## WEAPON DATA

**Hypergraviton Blaster**  
 Class: Gravitic  
 Mode: Raking (20)  
 Damage: 5d10+40  
*2 turns arming: 10d10+80*  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +6/+6/+6  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
 Alternate Fire: Can transfer damage (see rules).  
*Special: Each 6 points of thrust applied to the weapon add +10 to damage.*

## Phased Gravitic Torpedo

Class: Gravitic (launched as Ballistic)  
 Mode: Standard  
 Damage: 3d10 (+1D10 vs. shields)  
 Range Penalty: None  
 Max Range: 35 hexes  
 Fire Control: +5/+4/+3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: Can hold up to nine shots and fire them all at once or separately. See rules.*

## Antigravity Beam

Class: Gravitic  
 Mode: Standard  
 Damage: 3d10+6  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +1/+3/+5  
 Intercept Rating: -3  
 Rate of Fire: 1 per turn  
 Alternate Fire: Can use 3 shots of 1d10+2 damage each

## Gravitic Augmenter

Class: Gravitic  
 Effect: Turns target  
 Range Penalty: -1 per 2 hexes  
 Maximum Range: 20 hexes  
 Fire Control: +6/+5/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
 Alternate Fire: Affects matter and ballistic weapons, enhances Warrior Projectiles, acts as a Tractor Beam (see rules).  
*Special: Non-interceptable*

## ELINT Sensor Module

Provides bonus EW for ELINT functions in system arc only. May not be improved. If targets for which the EW was allocated move out of arc, the EW and ELINT is lost.

## Adv. Gravitic Shields

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defensive value in parenthesis ( ) indicates value with shield active.

## SECTION HITS

- 1-3: Hypergraviton Blaster Orb.
- 4-5: Phased Grav. Torpedo Orb.
- 6-7: Antigravity Beam Orbital
- 8: Gravitic Augmenter Orbital
- 9: Gravitic Shield Orbital
- 10: ELINT Sensor Orbital
- 11: Hangar
- 12: Reactor
- 13-18: Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-12: Primary Structure
- 13-15: Self-Repair
- 16-17: Sensors
- 18-19: Reactor
- 20: C & C

## ORBITAL HITS

- 1-6: Weapon/System
- 7-20: Structure

## H. W. ORBITAL HITS

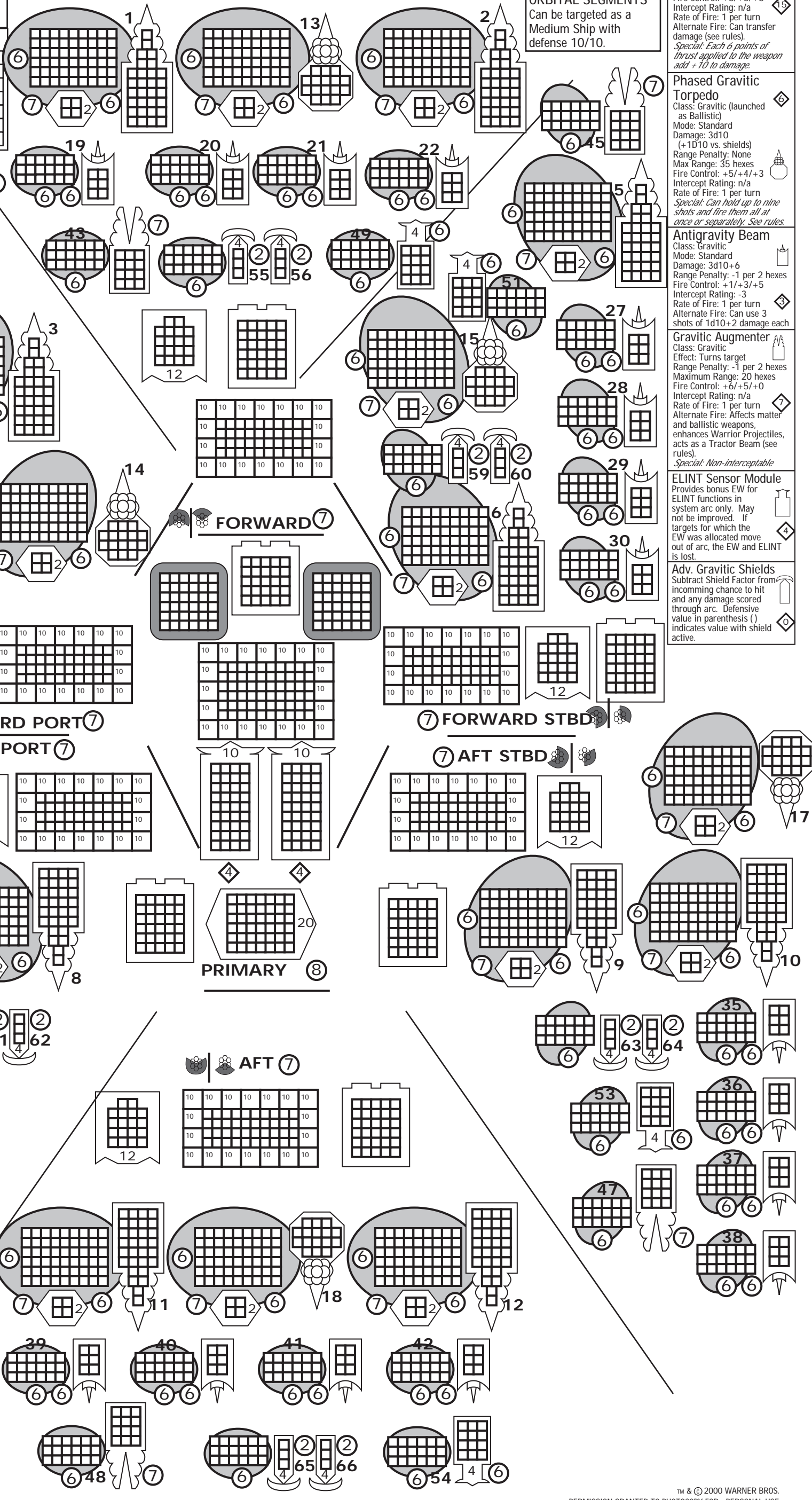
- 1-6: Weapon
- 7-8: Self-Repair
- 9-20: Structure

## SPECIAL NOTES

Advanced Sensors  
 Hardened Adv. Armor

## SENSOR DATA

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



## ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Self-Repair
- Gravitic Augmenter
- Antigravity Beam
- Phased Gravitic Torpedoes
- ELINT Sensor Module
- Advanced Gravitic Shield