

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



2ND EDITION

# Minbari Orbital Fighter Production Facility

## SPECS

Class: Capital Base  
 In Service: 2240  
 Point Value: 625  
 Ramming Factor: 220  
 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: 16  
 Stb/Port Defense: 16  
 Engine Efficiency: N/A  
 Extra Power: 0  
 Initiative Bonus: N/A

## WEAPON DATA

**Fusion Cannon**   
 Class: Molecular  
 Mode: Standard  
 Damage: 1d10+9  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn 

### SECTION HITS

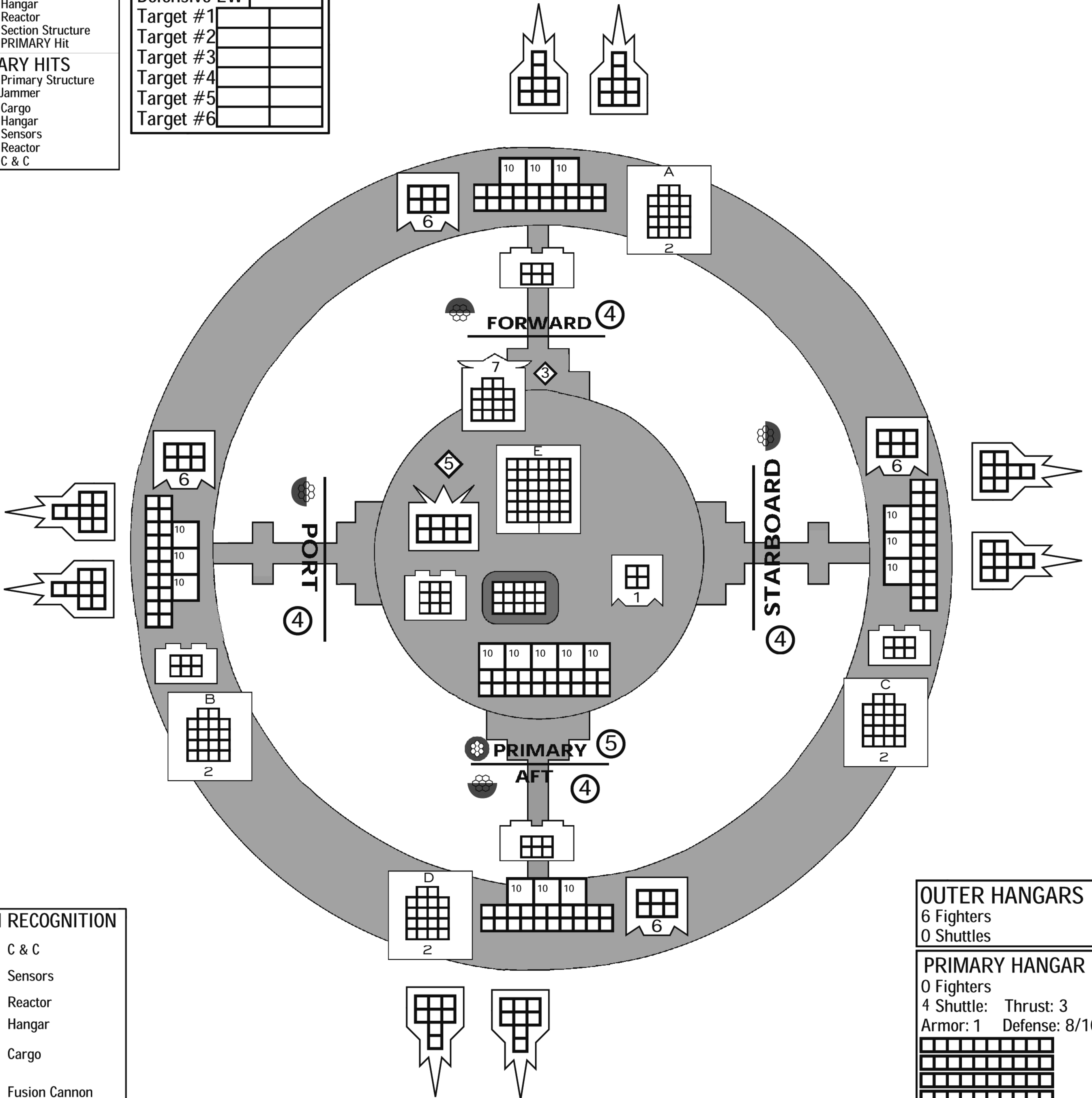
- 1-2: Fusion Cannon
- 3-6: Cargo
- 7-8: Hangar
- 9: Reactor
- 10-18: Section Structure
- 19-20: PRIMARY Hit

### PRIMARY HITS




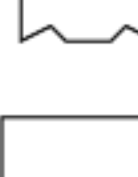



- 1-7: Primary Structure
- 8-9: Jammer
- 10-13: Cargo
- 14: Hangar
- 15-16: Sensors
- 17-18: Reactor
- 19-20: C & C

### SENSOR DATA

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



### ICON RECOGNITION

-  C & C
-  Sensors
-  Reactor
-  Hangar
-  Cargo
-  Fusion Cannon
-  Jammer

### OUTER HANGARS

6 Fighters  
 0 Shuttles

### PRIMARY HANGAR

0 Fighters  
 4 Shuttle: Thrust: 3  
 Armor: 1 Defense: 8/10

