



Name: _____ Counter: _____



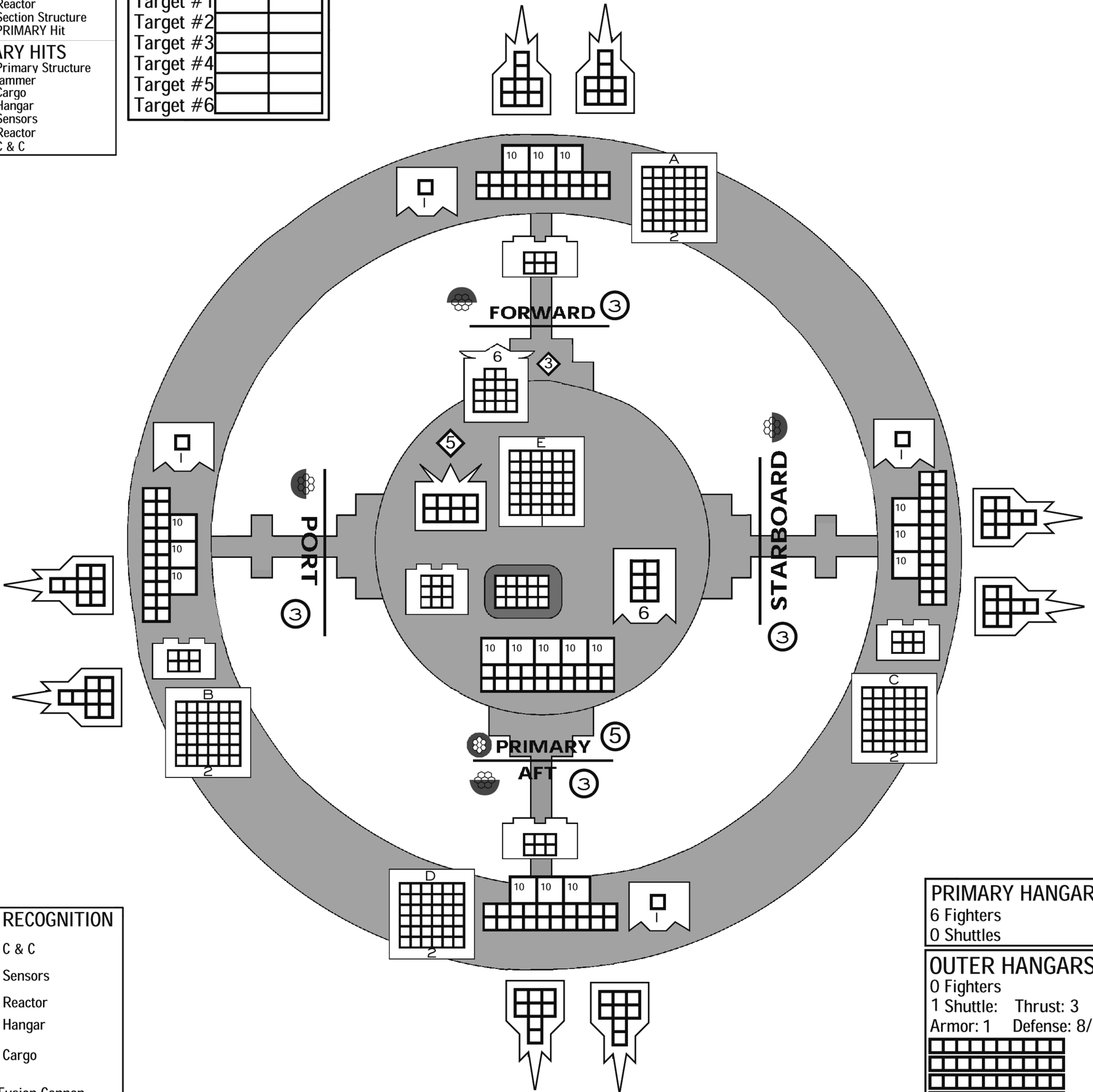
Minbari Civilian Base




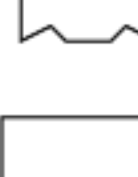

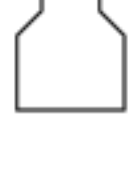

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base In Service: 2240 Point Value: 5 25 Ramming Factor: 220 Jump Delay: N/A	Turn Cost: N/A Turn Delay: N/A Accel/Decel Cost: N/A Pivot Cost: N/A Roll Cost: N/A	Fwd/Aft Defense: 18 Stb/Port Defense: 18 Engine Efficiency: N/A Extra Power: 0 Initiative Bonus: 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 3-7: Cargo 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

PRIMARY HANGAR	
6 Fighters	
0 Shuttles	

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