

# Mimbari Nergell Military Guardpost

**SPECS**  
 Class: Capital Base  
 In Service: 2259  
 Point Value: 1900  
 Ramming Factor: 485  
 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: 17  
 Stb/Port Defense: 17  
 Engine Efficiency: N/A  
 Extra Power: +4  
 Initiative Bonus: N/A

**WEAPON DATA**

**Neutron Laser**  
 Class: Laser  
 Modes: R, P, S  
 Damage: 4d10+15  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +4/+4/+1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Shock Cannon**  
 Class: Electromagnetic  
 Mode: Standard  
 Damage: 1d10+4  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
*Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.*

**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

**HANGAR**

12 Fighters  
 3 Combat Flyers

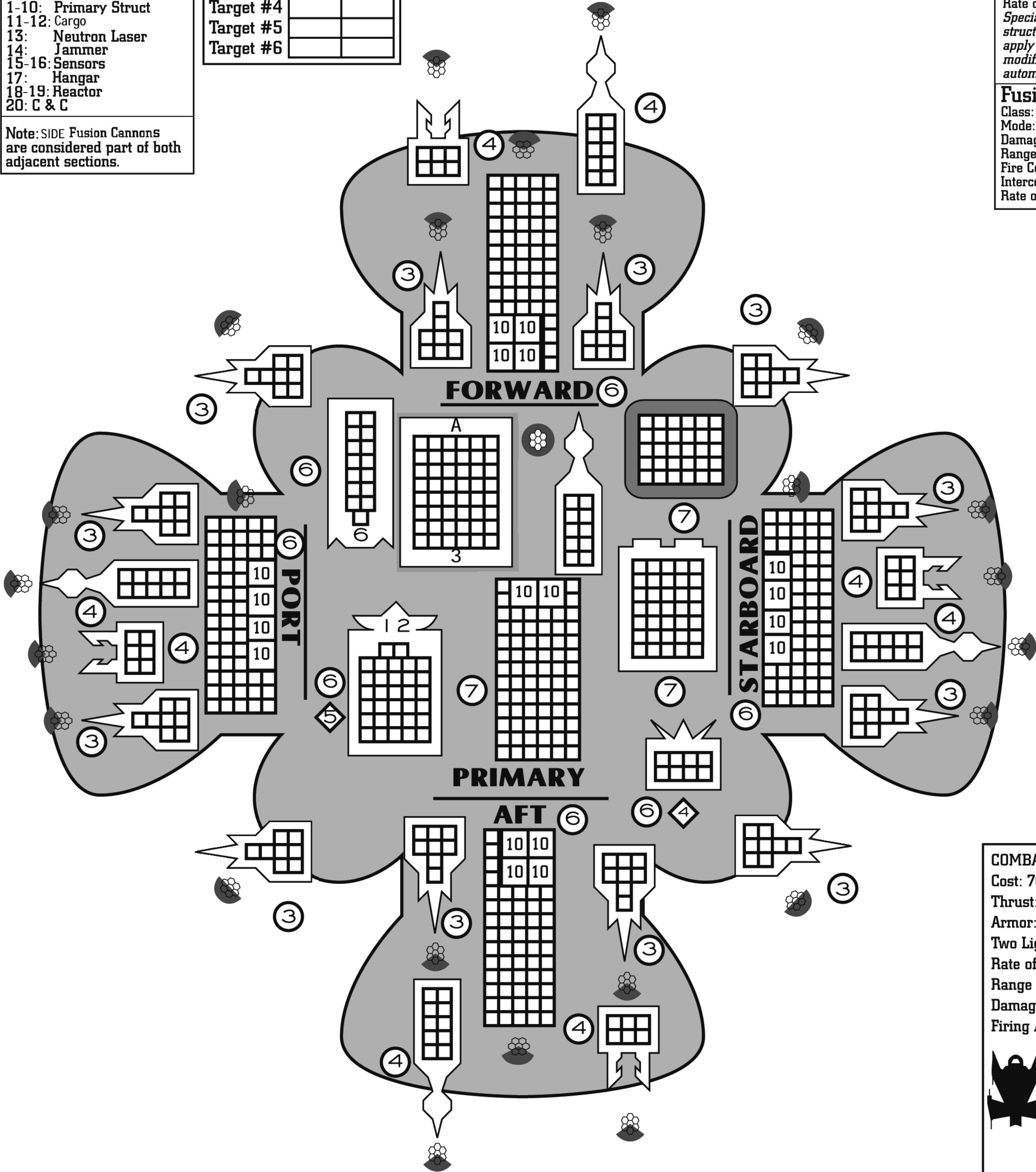
**SECTION HITS**  
 1-2: Neutron Laser  
 3-4: Shock Cannon  
 5-9: Fusion Cannon  
 10-18: Section Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-10: Primary Struct  
 11-12: Cargo  
 13: Neutron Laser  
 14: Jammer  
 15-16: Sensors  
 17: Hangar  
 18-19: Reactor  
 20: C & C

Note: SIDE Fusion Cannons are considered part of both adjacent sections.

**SENSOR DATA**

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



**COMBAT FLYERS**  
 Cost: 70 Defense: 9/7  
 Thrust: 10 Offense: +4  
 Armor: 1 Initiative: +10  
 Two Light Fusion Cannons:  
 Rate of Fire: 1 per turn  
 Range Penalty: -2 per hex  
 Damage: 1d6+4 per gun  
 Firing Arcs: #1 #2