

Ashintu Close Escort

GENERAL DATA

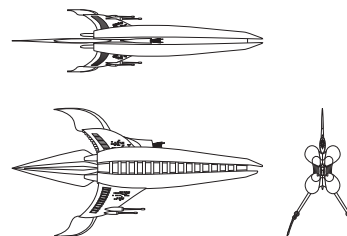
Nation: Minbari Federation
 Year: 2066
 Availability: Uncomm
 Point Value: 302/415
 Command R/C: 6/2
 Jump Engine: Yes

OPERATIONAL DATA

Category: 3
 Defensive Rating: 13
 Armor: 6/4
 Sensors: 11
 Fire Control: 3/1

CARRIER DATA

Flights Aboard: 0
 Control Rating: 0



Maneuvering Damage (3F)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	8	6	6	5	4	3	3	2
1	6	4	4	3	2	1	3	2
2	4	2	2	2	1	1	2	1
3	2	1	1	1	--	--	2	1
4	1	1	1	--	--	--	1	--
5	--	--	--	--	--	--	--	--

NOTES

Stealth System
 Jammer System

INTERCEPTORS

Pin Point Rating: 3
 Assist Rating: 0
 Volley Rating: 4
 Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 5
 Strafe AF Assist: 1
 Stand-Off AF: 1
 AF Die: d10
 Anti-Fighter Platform

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
 Maneuver: 4 3 2 1 0

Shield System Damage

Weapon Systems Damage

Fusion Cannon: 1 2 3 4 5 6 7

Structural Damage

Missile Ammo:
 Reloads:

Notes:

FCD Damage

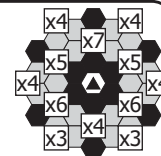
FCD (3):
 FCD (1):
 FCD (-):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4 5

TYPE: Molecular
 RANGE: 2/4/6/9
 TRAVERSE: 2
 DELAY: 1
 DAMAGE: d8+2
 MAX X: 7
 VUL: -- (G/D)

Fusion Cannon



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
 Maneuver: 4 3 2 1 0

Shield System Damage

Weapon Systems Damage

Fusion Cannon: 1 2 3 4 5 6 7

Structural Damage

Missile Ammo:
 Reloads:

Notes:

FCD Damage

FCD (3):
 FCD (1):
 FCD (-):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4 5

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
 Maneuver: 4 3 2 1 0

Shield System Damage

Weapon Systems Damage

Fusion Cannon: 1 2 3 4 5 6 7

Structural Damage

Missile Ammo:
 Reloads:

Notes:

FCD Damage

FCD (3):
 FCD (1):
 FCD (-):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4 5

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
 Maneuver: 4 3 2 1 0

Shield System Damage

Weapon Systems Damage

Fusion Cannon: 1 2 3 4 5 6 7

Structural Damage

Missile Ammo:
 Reloads:

Notes:

FCD Damage

FCD (3):
 FCD (1):
 FCD (-):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
 Anti-Fight: 1 2 3 4 5

Sharlin War Cruiser

GENERAL DATA

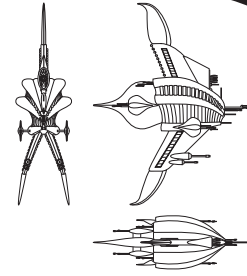
Nation: Minbari Federation
Year: 2058
Availability: Common
Point Value: 522/801
Command R/C: 10/4
Jump Engine: Yes

OPERATIONAL DATA

Category: 6
Defensive Rating: 12
Armor: 6/5/4
Sensors: 11
Fire Control: 3/1/0

CARRIER DATA

Flights Aboard: 4
Control Rating: 2



Maneuvering Damage (6D)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	2
1	4	3	3	2	2	1	2	2
2	3	2	2	1	1	1	2	2
3	2	1	1	1	1	--	1	1
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	1

NOTES

Stealth System
Jammer System

INTERCEPTORS

Pin Point Rating: 5
Assist Rating: 0
Volley Rating: 6
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 6
Strafe AF Assist: 0
Stand-Off AF: 2
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
Reloads:

Notes:

FCD Damage

FCD (3):
FCD (1):
FCD (0):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Neutron Laser: 1 2 3 4 4
Fusion Cannon: 1 2 3 4 5 6 7 4 9 10
Tractor Beam: 1
Carrier Bay:

TYPE: Laser/Sustain/Pierce

RANGE: 8/16/24/36

TRAVERSE: 4

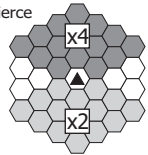
DELAY: 3

DAMAGE: 4d10+1

MAX X: 4

VUL: -- (G/D)

Neutron Laser



TYPE: Molecular

RANGE: 2/4/6/9

TRAVERSE: 2

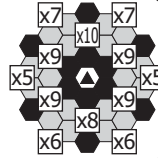
DELAY: 1

DAMAGE: d8+2

MAX X: 10

VUL: -- (G/D)

Fusion Cannon



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
Reloads:

Notes:

FCD Damage

FCD (3):
FCD (1):
FCD (0):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Neutron Laser: 1 2 3 4 4
Fusion Cannon: 1 2 3 4 5 6 7 4 9 10
Tractor Beam: 1
Carrier Bay:

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
Reloads:

Notes:

FCD Damage

FCD (3):
FCD (1):
FCD (0):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Neutron Laser: 1 2 3 4 4
Fusion Cannon: 1 2 3 4 5 6 7 4 9 10
Tractor Beam: 1
Carrier Bay:

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 5 4 3 2 1 0

Shield System Damage

Structural Damage

Missile Ammo:
Reloads:

Notes:

FCD Damage

FCD (3):
FCD (1):
FCD (0):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Neutron Laser: 1 2 3 4 4
Fusion Cannon: 1 2 3 4 5 6 7 4 9 10
Tractor Beam: 1
Carrier Bay:

Tigara Attack Cruiser

GENERAL DATA

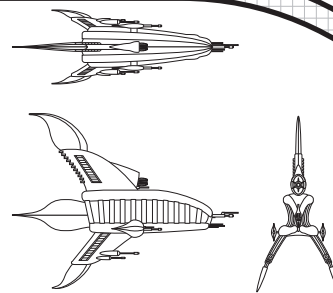
Nation: Minbari Federation
 Year: 1990
 Availability: Common
 Point Value: 344/487
 Command R/C: 8/3
 Jump Engine: No

OPERATIONAL DATA

Category: 5
 Defensive Rating: 12
 Armor: 5/5/5
 Sensors: 9
 Fire Control: 3/1/0

CARRIER DATA

Flights Aboard: 1
 Control Rating: 1



Maneuvering Damage (5F)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	1
1	4	3	3	2	2	1	2	1
2	3	2	2	1	1	1	2	1
3	2	1	1	1	1	--	1	1
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	--

NOTES

Stealth System
 Jammer System

INTERCEPTORS

Pin Point Rating: 3
 Assist Rating: 0
 Volley Rating: 4
 Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 3
 Strafe AF Assist: 0
 Stand-Off AF: 1
 AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
 Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

Molecular Disrupter: 1 2 3 4 5 6 7 8 9
 Anti-Matter Converter: 1 2 3 4 5 6 7 8 9
 Fusion Cannon: 1 2 3 4 5 6 7 8 9
 Carrier Bay: 1 2 3 4 5 6 7 8 9

FCD Damage

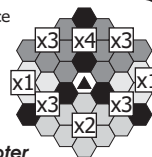
FCD (3):
 FCD (1):
 FCD (0):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9
 Anti-Fight: 1 2 3 4 5 6 7 8 9

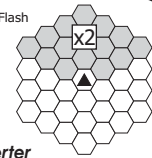
TYPE: Molecular/Pierce
 RANGE: 2/4/6/9
 TRAVERSE: 4
 DELAY: 4
 DAMAGE: 2d10+3
 MAX X: 4
 VUL: -- (G/D)

Molecular Disrupter



TYPE: Anti-Matter/Pulse/Flash
 RANGE: 2/4/6/9
 TRAVERSE: 4
 DELAY: 3
 DAMAGE: d8+2
 MAX X: 2
 VUL: 1 (E/G/D)

Anti-Matter Converter



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
 Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

Molecular Disrupter: 1 2 3 4 5 6 7 8 9
 Anti-Matter Converter: 1 2 3 4 5 6 7 8 9
 Fusion Cannon: 1 2 3 4 5 6 7 8 9
 Carrier Bay: 1 2 3 4 5 6 7 8 9

FCD Damage

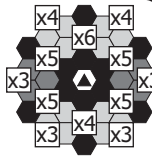
FCD (3):
 FCD (1):
 FCD (0):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9
 Anti-Fight: 1 2 3 4 5 6 7 8 9

TYPE: Molecular
 RANGE: 2/4/6/9
 TRAVERSE: 2
 DELAY: 1
 DAMAGE: d8+2
 MAX X: 6
 VUL: -- (G/D)

Fusion Cannon



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
 Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

Molecular Disrupter: 1 2 3 4 5 6 7 8 9
 Anti-Matter Converter: 1 2 3 4 5 6 7 8 9
 Fusion Cannon: 1 2 3 4 5 6 7 8 9
 Carrier Bay: 1 2 3 4 5 6 7 8 9

FCD Damage

FCD (3):
 FCD (1):
 FCD (0):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9
 Anti-Fight: 1 2 3 4 5 6 7 8 9

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
 Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
 Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

Molecular Disrupter: 1 2 3 4 5 6 7 8 9
 Anti-Matter Converter: 1 2 3 4 5 6 7 8 9
 Fusion Cannon: 1 2 3 4 5 6 7 8 9
 Carrier Bay: 1 2 3 4 5 6 7 8 9

FCD Damage

FCD (3):
 FCD (1):
 FCD (0):
 FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9
 Anti-Fight: 1 2 3 4 5 6 7 8 9

Tinashi War Frigate

GENERAL DATA

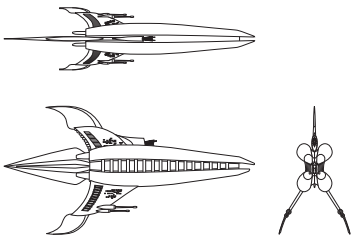
Nation: Minbari Federation
Year: 2052
Availability: Common
Point Value: 314/456
Command R/C: 6/2
Jump Engine: Yes

OPERATIONAL DATA

Category: 3
Defensive Rating: 13
Armor: 6/4
Sensors: 11
Fire Control: 3/1

CARRIER DATA

Flights Aboard: 0
Control Rating: 0



Maneuvering Damage (3F)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	8	6	6	5	4	3	3	2
1	6	4	4	3	2	1	3	2
2	4	2	2	2	1	1	2	1
3	2	1	1	1	--	--	2	1
4	1	1	1	--	--	--	1	--
5	--	--	--	--	--	--	--	--

NOTES

Stealth System
Jammer System

INTERCEPTORS

Pin Point Rating: 2
Assist Rating: 0
Volley Rating: 2
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 3
Strafe AF Assist: 0
Stand-Off AF: 1
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 4 3 2 1 0

Structural Damage

00000
00000
00000
00000

Missile Ammo:
Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

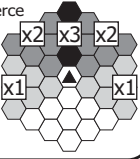
Neutron Laser: 1 2 3
Fusion Cannon: 1 2 3 4

FCD Damage
FCD (3):
FCD (1):
FCD (-):
FCD (-):

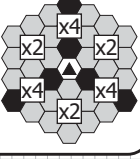
Interceptor/Anti-Fighter Damage

Intercept: 1 2
Anti-Fight: 1 2 3

TYPE: Laser/Sustain/Pierce
RANGE: 8/16/24/36
TRAVERSE: 4
DELAY: 3
DAMAGE: 4d10+1
MAX X: 3
VUL: -- (G/D)
Neutron Laser



TYPE: Molecular
RANGE: 2/4/6/9
TRAVERSE: 2
DELAY: 1
DAMAGE: d8+2
MAX X: 4
VUL: -- (G/D)
Fusion Cannon



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 4 3 2 1 0

Structural Damage

00000
00000
00000
00000

Missile Ammo:
Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

Neutron Laser: 1 2 3
Fusion Cannon: 1 2 3 4

FCD Damage
FCD (3):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2
Anti-Fight: 1 2 3

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 4 3 2 1 0

Structural Damage

00000
00000
00000
00000

Missile Ammo:
Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

Neutron Laser: 1 2 3
Fusion Cannon: 1 2 3 4

FCD Damage
FCD (3):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2
Anti-Fight: 1 2 3

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9 10 11
Maneuver: 4 3 2 1 0

Structural Damage

00000
00000
00000
00000

Missile Ammo:
Reloads:

Shield System Damage

Notes:

Weapon Systems Damage

Neutron Laser: 1 2 3
Fusion Cannon: 1 2 3 4

FCD Damage
FCD (3):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2
Anti-Fight: 1 2 3

Whitestar

GENERAL DATA

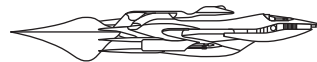
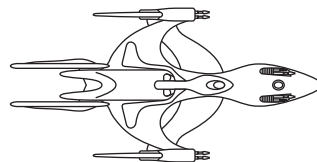
Nation: Minbari Federation
Year: 2260
Availability: Uncomm
Point Value: 310/420
Command R/C: 5/1
Jump Engine: Yes

OPERATIONAL DATA

Category: 2
Defensive Rating: 17
Armor: 5
Sensors: 9
Fire Control: 3

NOTES

Stealth System
Jammer System

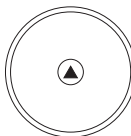


Maneuvering Damage (2A)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	18	14	14	11	9	7	5	4
1	15	11	11	8	6	4	4	2
2	12	8	8	5	3	1	2	1
3	9	5	5	--	--	--	1	--
4	--	--	--	--	--	--	--	--
5	--	--	--	--	--	--	--	--

SHIELD DATA

TYPE: E-M
DEFLECT: 1
ABSORB: 1
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 1
Assist Rating: 0
Volley Rating: 1
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 1
Strafe AF Assist: 0
Stand-Off AF: 1
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦⑧⑨
Maneuver: ③②①④

Structural Damage



Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:

Notes:

Weapon Systems Damage

Imp Neutron Cannon: ①
Molecular Pulsar: ①②③④
Tractor Beam: ①

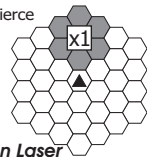
FCD Damage

FCD (3):
FCD (-):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

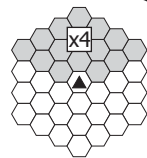
Intercept: ①
Anti-Fight: ①

TYPE: Laser/Sustain/Pierce
RANGE: 8/16/24/36
TRAVERSE: 4
DELAY: 3
DAMAGE: 4d10+2
MAX X: 1
VUL: -- (G/D)



Improved Neutron Laser

TYPE: Molecular/Pulse
RANGE: 2/4/6/9
TRAVERSE: 2
DELAY: 2
DAMAGE: d8+1
MAX X: 4
VUL: 2 (G/D)



Molecular Pulsar

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦⑧⑨
Maneuver: ③②①④

Structural Damage



Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:

Notes:

Weapon Systems Damage

Imp Neutron Cannon: ①
Molecular Pulsar: ①②③④
Tractor Beam: ①

FCD Damage

FCD (3):
FCD (-):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: ①
Anti-Fight: ①

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦⑧⑨
Maneuver: ③②①④

Structural Damage



Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:

Notes:

Weapon Systems Damage

Imp Neutron Cannon: ①
Molecular Pulsar: ①②③④
Tractor Beam: ①

FCD Damage

FCD (3):
FCD (-):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: ①
Anti-Fight: ①

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦⑧⑨
Maneuver: ③②①④

Structural Damage



Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:

Notes:

Weapon Systems Damage

Imp Neutron Cannon: ①
Molecular Pulsar: ①②③④
Tractor Beam: ①

FCD Damage

FCD (3):
FCD (-):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: ①
Anti-Fight: ①

Minbari Federation Fighter Control Sheet

Fighter Type	Year	Action	Aarmor	Defense	Dogfight	Strike	Strafe Die	Stand-Off Die	Range	Volley	Accuracy	Ammo	Point Value
Nial	2050	7	2.5	3	1.35	1.25	2d8+1	--	--	--	--	--	52 (J, S)
Tishat	1880	7	1.5	3	1.45	1.20	d10	--	--	--	--	--	41 (J, S)

I - Improved Patrol Range, J - Jammer, N - Navigator, R - Rear Firing Weapon, S - Stealth

Type:	# Flights
Squadron:	○○○○○
Ship:	Crippled ○○○○○
Group:	Destroyed ○○○○○
Status:	○○○○○
Mission:	Ammo ○○
Target:	○○

Type:	# Flights
Squadron:	○○○○○
Ship:	Crippled ○○○○○
Group:	Destroyed ○○○○○
Status:	○○○○○
Mission:	Ammo ○○
Target:	○○

Type:	# Flights
Squadron:	○○○○○
Ship:	Crippled ○○○○○
Group:	Destroyed ○○○○○
Status:	○○○○○
Mission:	Ammo ○○
Target:	○○

Type:	# Flights
Squadron:	○○○○○
Ship:	Crippled ○○○○○
Group:	Destroyed ○○○○○
Status:	○○○○○
Mission:	Ammo ○○
Target:	○○

Type:	# Flights
Squadron:	○○○○○
Ship:	Crippled ○○○○○
Group:	Destroyed ○○○○○
Status:	○○○○○
Mission:	Ammo ○○
Target:	○○

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Target:	○○

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Mission:	Ammo ○○
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Mission:	Ammo ○○
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Squadron:	Capacity:
Frazi:	
Gorith:	
Tarza:	

Squadron:	Capacity:
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Tarza:	

Squadron:	Capacity:
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Squadron:	Capacity:
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Squadron:	Capacity:
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