



Minbari Ashraal Guardpost

SPECS

Class: HCV Base
In Service: 1996
Point Value: 1150
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 Penalty: N/A

HANGAR

0 Fighters
4 Flyers

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

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

Electro-Pulse Gun

Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

SECTION HITS

1-5: Neutron Laser
6-8: Fusion Cannon
9-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Electro-Pulse Gun
13-14: Jammer
15-16: Sensors
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Base rotates at a rate of two hex sides per turn.

SENSOR DATA

Defensive EW

Target #1

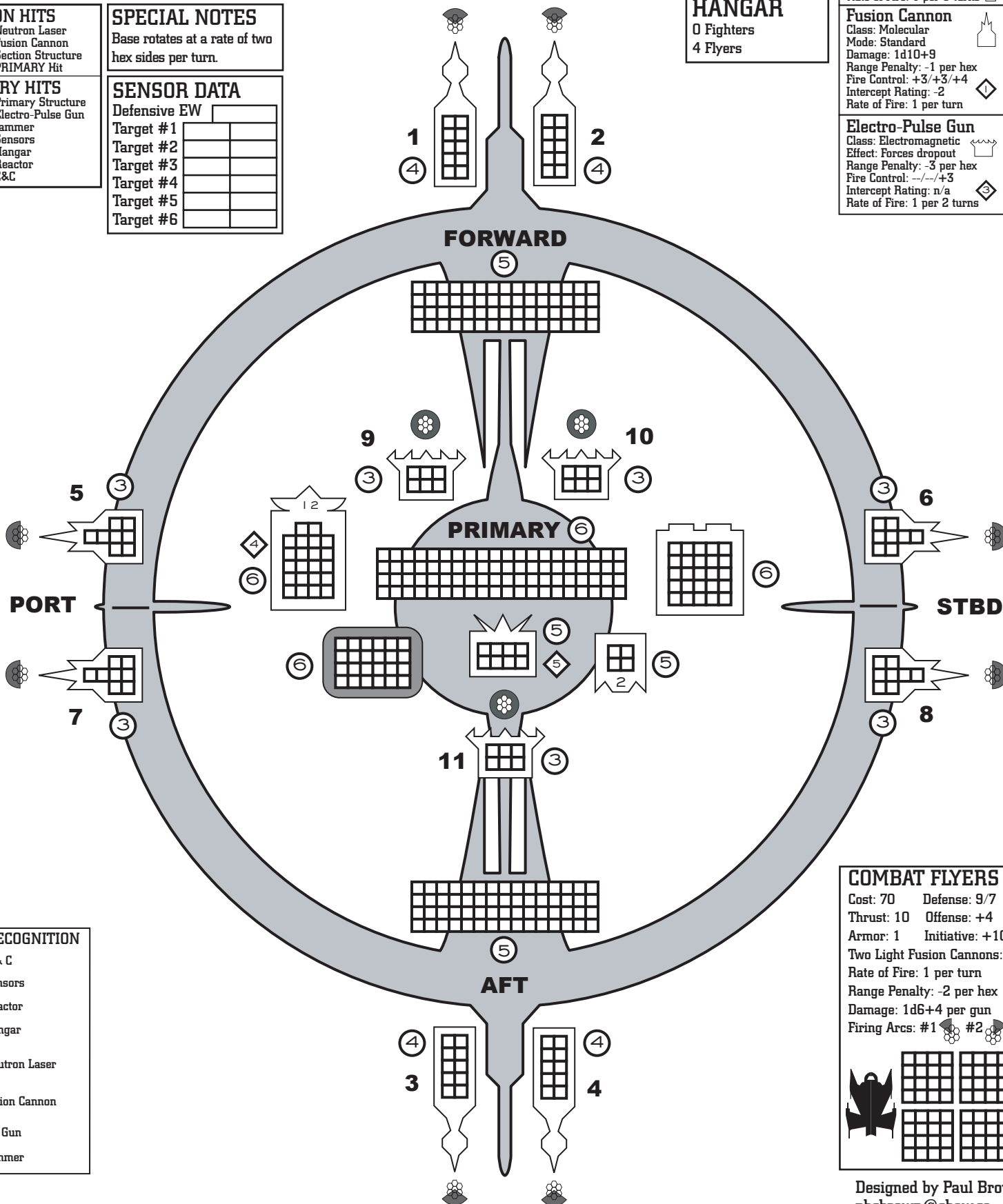
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Neutron Laser
- Fusion Cannon
- EP Gun
- Jammer

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

