



Version 2: 2E/SF

Name: _____ Counter: _____



Vorlon Observation Post

SPECS

Class: Enormous Base
In Service: Ancient
Point Value: N/A
Ram Factor: 1150
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: 23 (19)
Stb/Port Defense: 25 (21)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

WEAPON DATA

Lightning Cannon (Lt)
Class: Electromagnetic
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per hex
Fire Control: +5/+5/+8
Intercept Rating: -4
Rate of Fire: 1 per turn

Lightning Cannon (Med)
Class: Electromagnetic
Mode: Raking
Damage: 2d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+4
Intercept Rating: -3
Rate of Fire: 1 per turn

Lightning Cannon (Hvy)
Class: Electromagnetic
Mode: Raking (15), P
Damage: 4d10+32
Range Penalty: -1 per 3 hexes
Fire Control: +5/+5/+0
Intercept Rating: -2
Rate of Fire: 1 per turn

Lightning Cannon (Mega)
Class: Electromagnetic
Mode: Raking (20), P
Damage: 8d10+64
Range Penalty: -1 per 4 hexes
Fire Control: +5/+5/-
Intercept Rating: -1
Rate of Fire: 1 per turn

SECTION HITS

1-4: Lightning Cannon
5: Discharge Gun
6: EM Shield
7-8: Cargo
9: Capacitor
10-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Discharge Gun
14-15: Sensors
16-17: Hangar
18: Cargo
19: Capacitor
20: C & C

Note: Lightning cannons are part of both the fwd/aft and appropriate side sections.

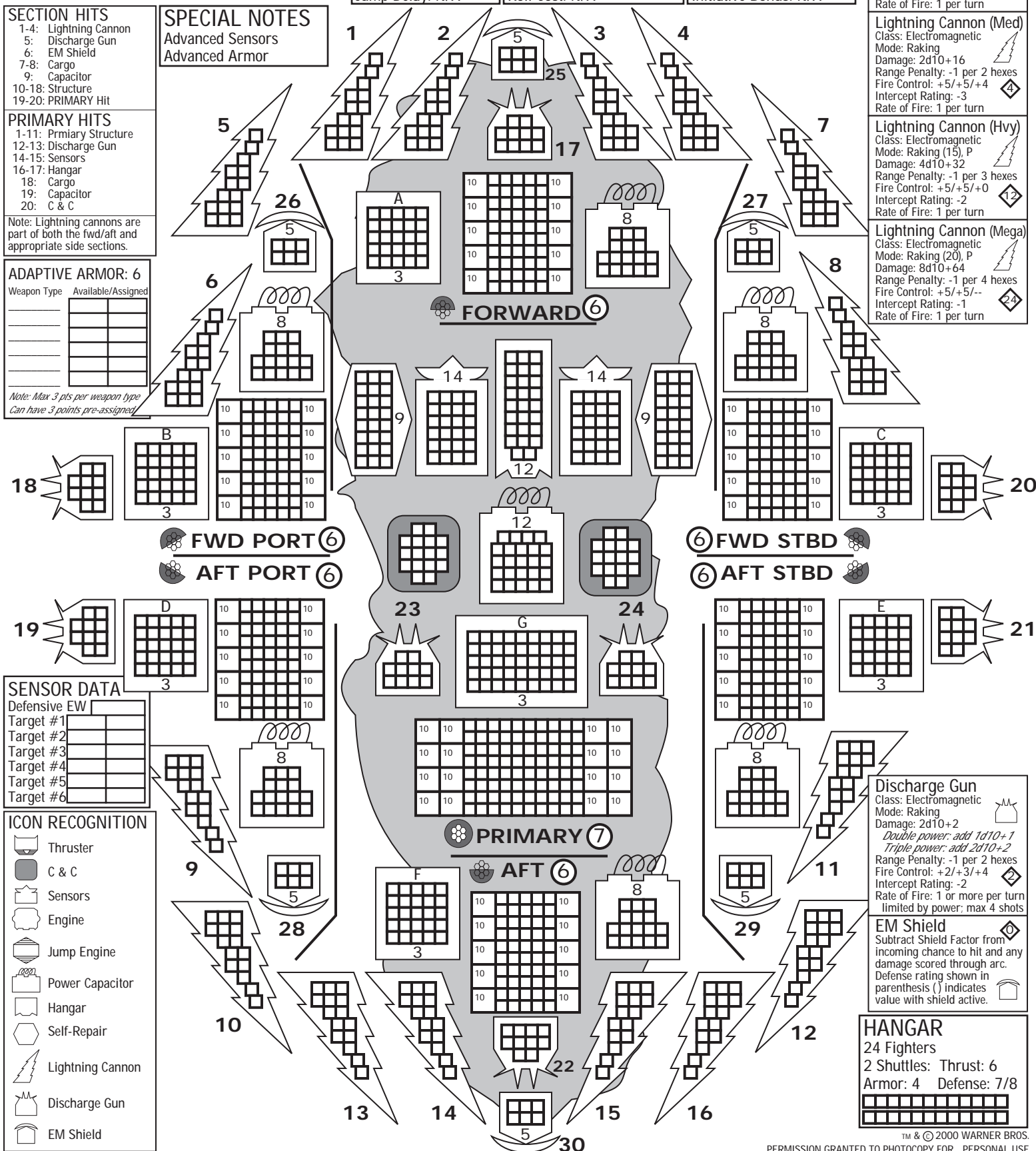
ADAPTIVE ARMOR: 6

Weapon Type	Available/Assigned

Note: Max 3 pts per weapon type
Can have 3 points pre-assigned

SPECIAL NOTES

Advanced Sensors
Advanced Armor



SENSOR DATA

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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Power Capacitor
- Hangar
- Self-Repair
- Lightning Cannon
- Discharge Gun
- EM Shield

Discharge Gun

Class: Electromagnetic
Mode: Raking
Damage: 2d10+2
Double power: add 1d10+1
Triple power: add 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+4
Intercept Rating: -2
Rate of Fire: 1 or more per turn
limited by power; max 4 shots

EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

HANGAR

24 Fighters
2 Shuttles Thrust: 6
Armor: 4 Defense: 7/8