

Encounter Suit Vorlon		PLATOON ID:	
<b>GENERAL DATA</b>		<b>WEAPON DATA</b>	
RACE: Vorlon	SYSTEM	TYPE	RANGE RoF DvA DvD AoE AA
LIMITED: No			
PLATOON COST: See TO&E			
<b>MOVEMENT DATA</b>		<b>ELEMENT 1</b> <input type="text"/>	
TYPE: Hover		<b>ELEMENT 2</b> <input type="text"/>	
BASE MR: 3		DAMAGE TRACKS:	
<b>SENSOR DATA</b>		General: ○○	General: ○○
TARGET DIE: d12+1		Movement: ○○	Movement: ○○
SEARCH DIE: d12+1		Sensors: ○○	Sensors: ○○
SPOT CHECKS: 3			
<b>DEFENSIVE DATA</b>			
PROFILE: 11			
SIGNATURE: 7			
<b>ARMOR RATINGS:</b>			
DAMAGED: 12			
DESTROYED: 18			
CLOSE COMBAT: 10			
<b>CREW GRADE CREW MORALE</b>			
○ ROUTING	BROKEN ○		
d4 ○ GREEN	POOR ○		
d6 ○ REGULAR	AVERAGE ○		
d8 ○ VETERAN	SPIRITED ○		
d10 ○ ELITE	SPIRITED ○		

Being of Light Vorlon		PLATOON ID:	
<b>GENERAL DATA</b>		<b>WEAPON DATA</b>	
RACE: Vorlon	SYSTEM	TYPE	RANGE RoF DvA DvD AoE AA
LIMITED: No			
COST: See TO&E			
<b>MOVEMENT DATA</b>		<b>Platoon 1</b> <input type="text"/>	
TYPE: Hover		<b>Stand Type:</b>	
BASE MR: 6		<input type="text"/>	○○○○○
<b>SENSOR DATA</b>		<input type="text"/>	○○○○○
TARGET DIE: d12+1			
SEARCH DIE: d12+1			
SPOT CHECKS: 3			
<b>DEFENSIVE DATA</b>			
PROFILE: 10			
SIGNATURE: 8			
DISCIPLINE: 12			
ARMOR: ..			
CLOSE COMBAT: 11			
<b>CREW GRADE - MORALE</b>			
ROUTING BROKEN	① ② ③ ④		
GREEN POOR	① ② ③ ④		
REGULAR AVERAGE	① ② ③ ④		
VETERAN SPIRITED	① ② ③ ④		
ELITE SPIRITED	① ② ③ ④		