

Shargotti Variant (Unique)

Version 1: 2E/Babcomm

Name: _____

Counter: _____



Minbari Drala Fi Dreadnought

SPECS

Class: Capital Ship
In Service: 2241
Point Value: 2650
Ramming Factor: 500
Jump Delay: 10 Turns

Speed 1 2 3 4 5 6 7 8 9 10 11 12
Turn Cost 2 3 5 6 8 9 11 12 14 15 17 18
Turn Delay 2 3 4 6 7 8 10 11 12 14 15 16

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 20
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +1

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

Molecular Pulsar

Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus

FORWARD HITS

1-3: Retro Thrust
4-7: Neutron Laser
8-11: Fusion Cannon
12-13: Molecular Pulsar
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-8: Fusion Cannon
9-12: Neutron Laser
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Fusion Cannon
11-12: Neutron Laser
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Tractor Beam
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

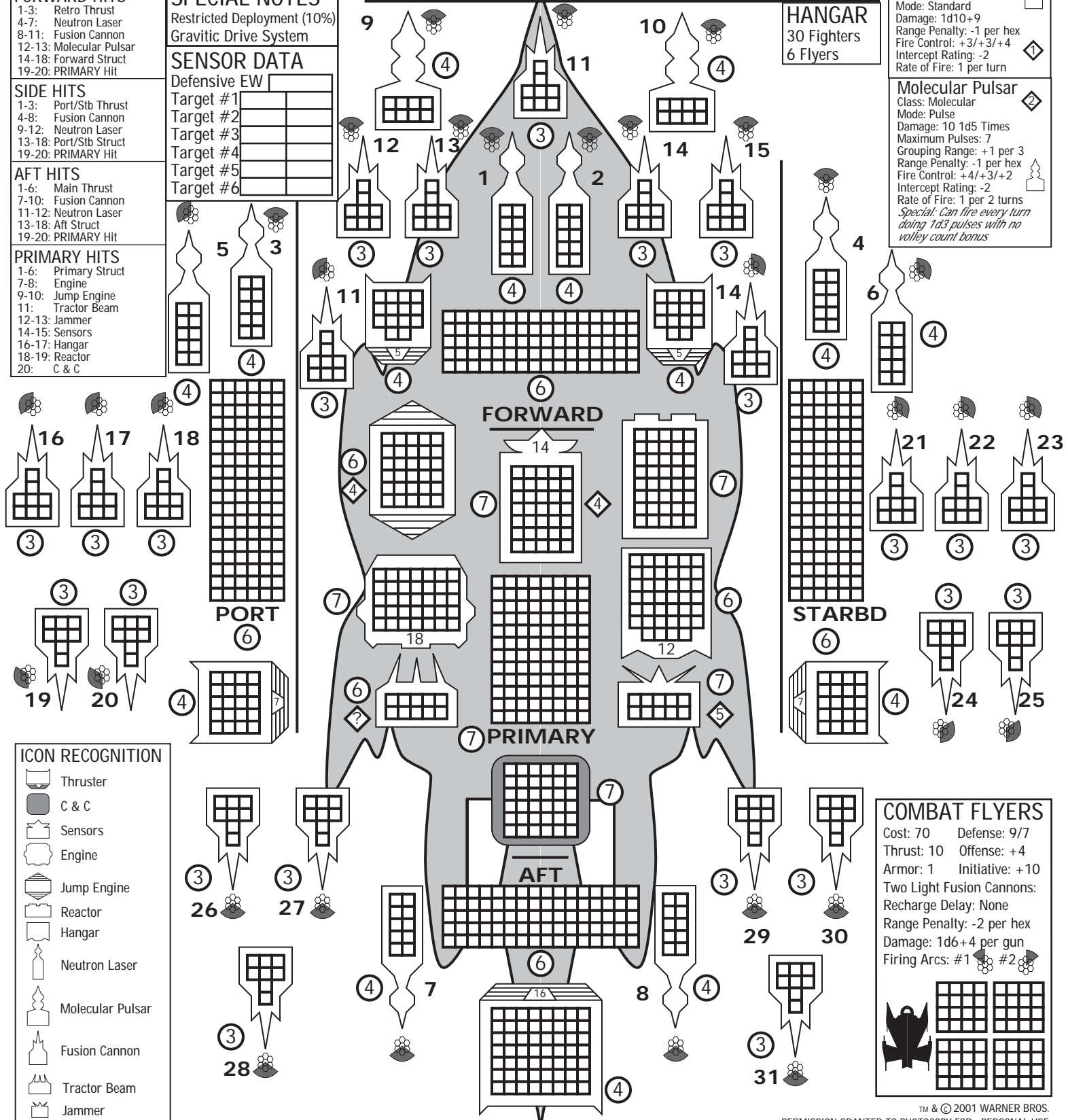
Target #4

Target #5

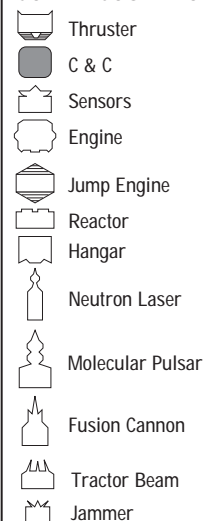
Target #6

HANGAR

30 Fighters
6 Flyers



ICON RECOGNITION



COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

