



Minbari Tralathi Battleship

SPECS

Class: Enormous Unit
 In Service: N/A
 Point Value: 3150
 Ramming Factor: 620
 Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 2 x Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 8 Thrust
 Pivot Cost: 6+6 Thrust
 Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
 Stb/Port Defense: 22
 Engine Efficiency: 5/1
 Extra Power: 0
 Initiative Penalty: -1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Neutron Lance
 Class: Laser
 Modes: Sustained
 Damage: 5d10+30
 Range Penalty: -1 per 5 hexes
 Fire Control: +4/+4/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
 Can fire as two neutron lasers at the same or different targets.

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

HANGAR
 24 Fighters
 6 Flyers

FORWARD HITS

- 1-3: Retro Thrust
- 4: Neutron Lance
- 6-7: Neutron Laser
- 8-11: Fusion Cannon
- 12: EP Gun
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-8: Fusion Cannon
- 9-11: Neutron Lance
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

- 1-6: Primary Structure
- 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

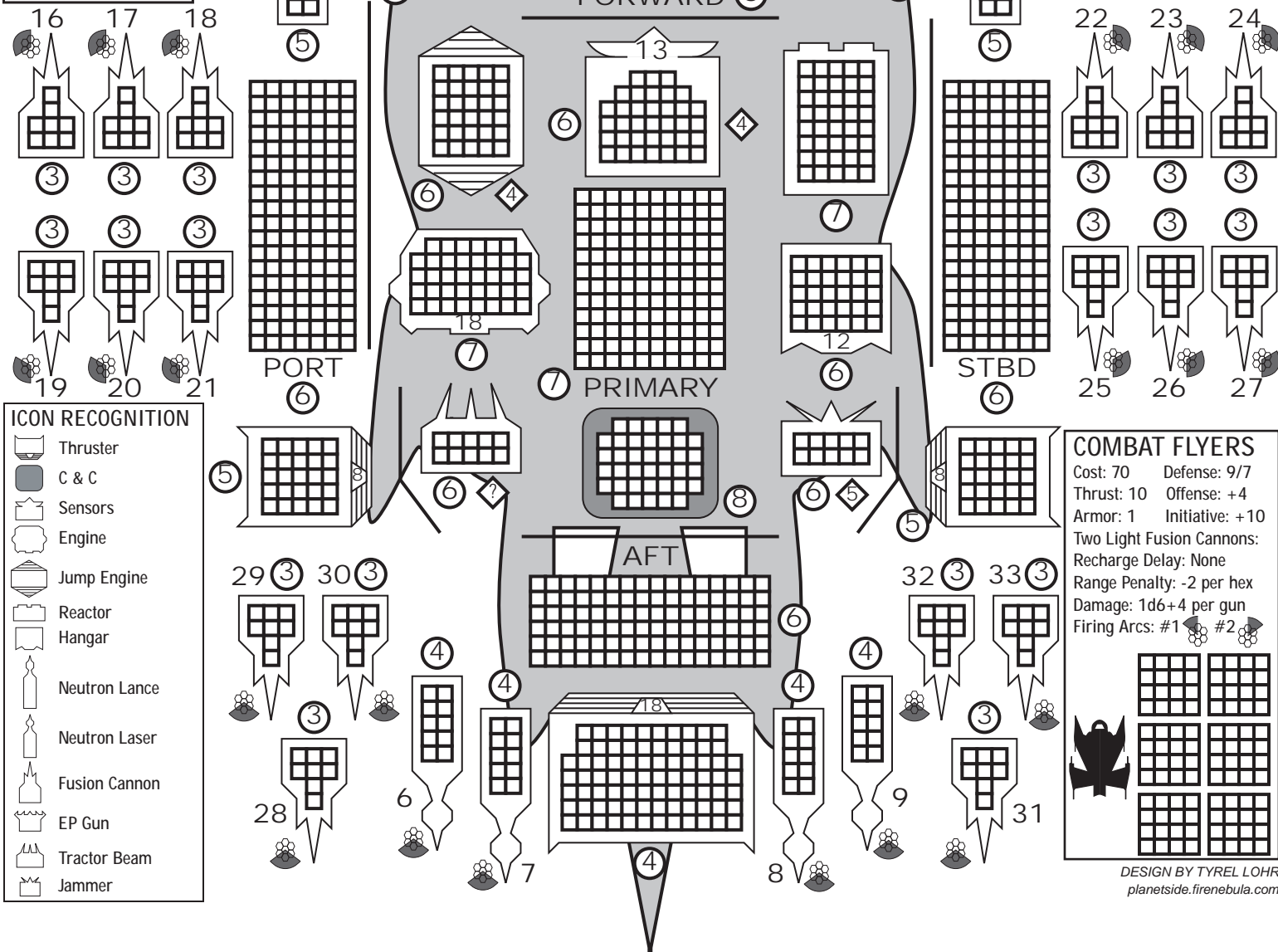
SPECIAL NOTES

Restricted Deployment (10%)

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
- Reactor
- Hangar
- Neutron Lance
- Neutron Laser
- Fusion Cannon
- EP Gun
- Tractor Beam
- Jammer

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

