

Version 3: 2E/SF

Name: _____

Counter: _____



Minbari Tinashi War Frigate

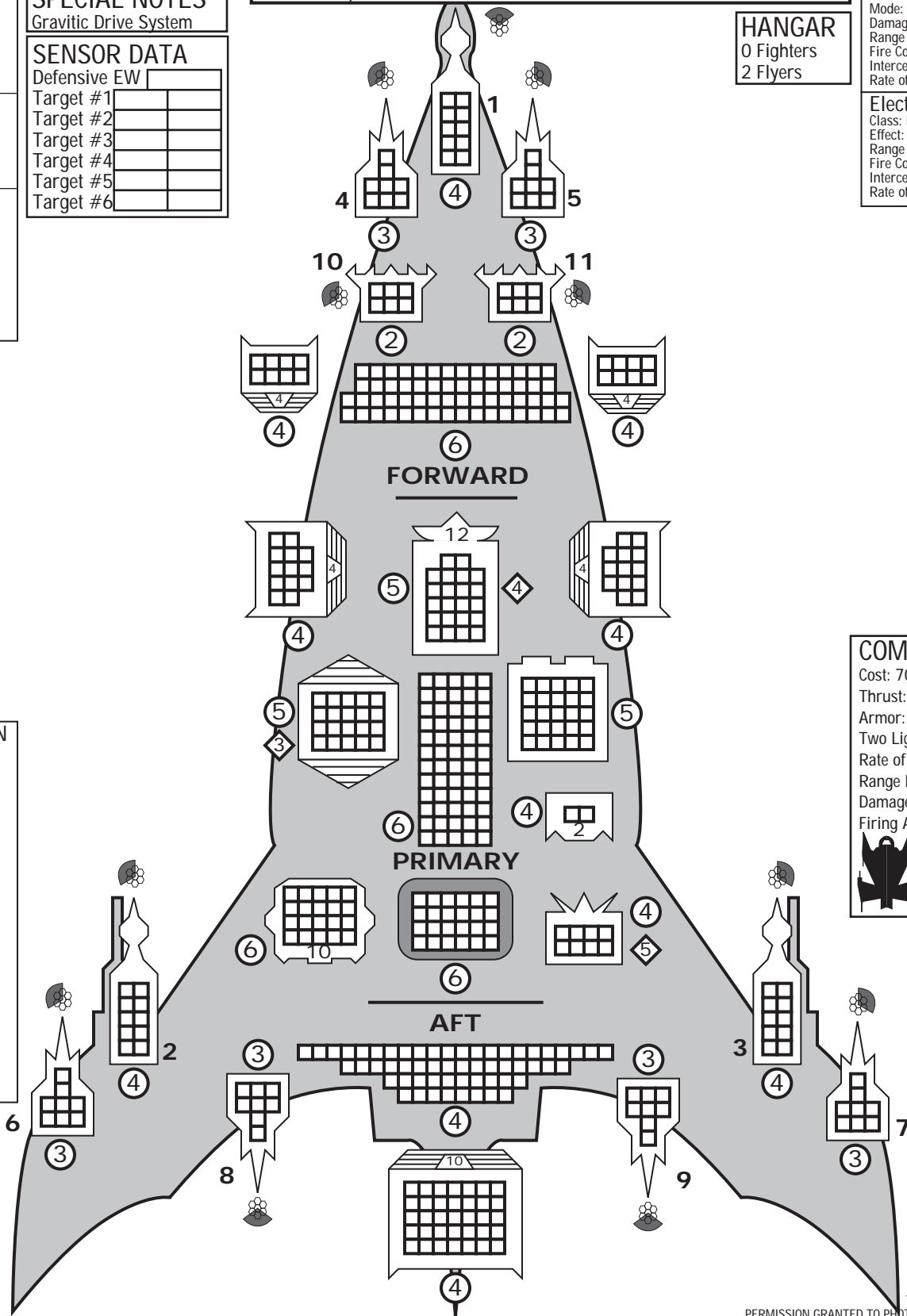
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2052	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 850	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 190	Pivot Cost: 3+3 Thrust	Extra Power: 4
Jump Delay: 12 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 4 5 6 6 7 8 8 8	












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

FORWARD HITS
1-3: Retro Thrust
4-5: Neutron Laser
6-8: Fusion Cannon
9-10: EP Gun
11-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Neutron Laser
10-12: Fusion Cannon
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Struct
8-9: Port/Stb Thrust
10: Jump Engine
11-12: Jammer
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
2 Flyers



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	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