

Tinashi War Frigate

Minbari Federation

Ship Name : _____

Counter : _____



COMBAT STATS

SPECS	
Class	HCV
Point value	850
Ramming	190

Free thrust	10
Sensors	12
Engine Effic.	3/1
Power	+4
Init bonus	+7

HANGAR

Launch:	2/tum
Fighters	0
Shuttles	2

S1: _____
S2: _____

MANOEUVRING

Gravitic Drive

Acceleration	3
Turn Cost	1
Turn delay	2/3
Pivot	3
Roll	3
Slide	1/5

Foreward hits

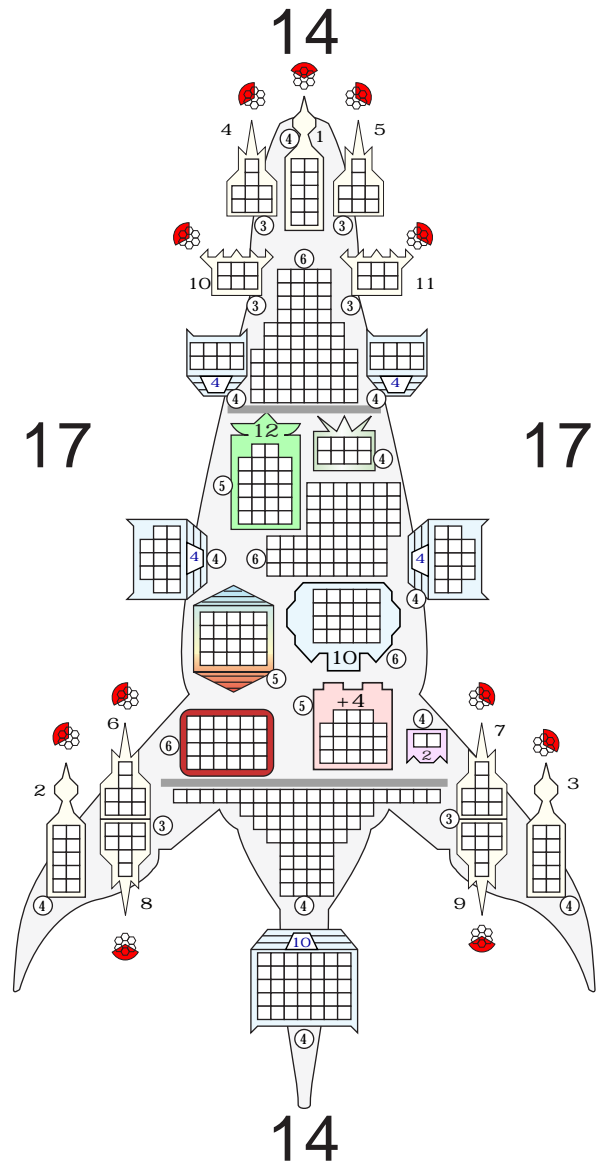
1-3	: Retro thruster	④	
4-5	: Neutron Cannon	④	
6-8	: Fusion Cannon	③	
9-10	: EP gun	③	
11-18	: Structure	⑥	
19-20	: PRIMARY hit		

Aft Hits

1-6	: Main thruster	④	
7-9	: Neutron Cannon	④	
10-12	: Fusion Cannon	③	
13-18	: Structure	④	
19-20	: PRIMARY hit		

PRIMARY HITS

1-7	: Structure	⑥	
8-9	: Side Thruster	④	
10	: Jump engine	⑤	
11-12	: Jammer	④	
13-14	: Sensors	⑥	
15-16	: Engine	⑤	
17	: Hangar	④	
18-19	: Reactor	⑤	
20	: C&C	⑥	



WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Neutron Cannon	Laser	n/a	1/3	R,P,S	-1/4hexes	+4/+4/+1	4d10+15
Fusion Cannon	Molecular	-2	1	Std	-1/hex	+3/+3/+4	d10 + 9
Electro-pulse gun	E-mag	n/a	1/2	Std	-3/hex	-/-/+3	dropout

Notation :

- D = Deactivated
- S = Charging for sustained fire
- C = Cooling down
- xxx = Target for fire declarations
- +1 = Starboard slide / CW pivot

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
1. Neutron Cannon	④														
2. Neutron Cannon	④														
3. Neutron Cannon	④														
4. Fusion Cannon	③														
5. Fusion Cannon	③														
6. Fusion Cannon	③														
7. Fusion Cannon	③														
8. Fusion Cannon	③														
9. Fusion Cannon	③														
10. Electro-pulse gun	③														
11. Electro-pulse gun	③														
Sensors	③														
Extra power available +4															
EW / Thrust bought															
EW / Thrust total 12 / 10															
Defensive EW															
CCEW															
Target 1 _____															
Target 2 _____															
Target 3 _____															
Target 4 _____															
Target 5 _____															
Target 6 _____															
INITIATIVE + 7															
Acceleration (3)															
Speed															
Slide (change / final)															
Pivot (change / final)															
Thrust F [8]															
used P/S [4 / 4]															
A [10]															