



Ship Datacard

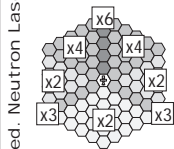
Tinashi Interceptor

SHIP NAME: _____

ID: _____

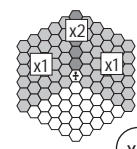
SQUADRON: _____

Class: Laser
Range: 8/16/24/32
Fire Control: d12/d12d8
Damage: 3d10 +1 per die
Max Shots/Turn: 2



Med. Neutron Laser (Imp)

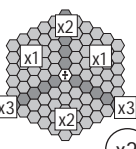
Class: Molecular
Range: 4/8/12/16
Fire Control: d10/d10/d10
Damage: d10+1
Max Shots/Turn: 2



Heavy Fusion Cannon

x1

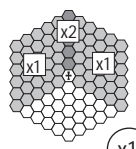
Class: Molecular
Range: 2/4/6/8
Fire Control: d10/d10/d10
Damage: d8+1
Max Shots/Turn: 3



Fusion Cannon

x2

Class: Electro-Magnetic
Range: 1/2/-/-
Fire Control: -/-/d8
Damage: special
Max Shots/Turn: 2



Electro-Pulse Gun

x1

CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 5/5
SENSOR: 11
AVAIL: Common

RACE: Minbari
CLASS: Tinashi Interceptor
CATEGORY: HCV
YEAR IN SERVICE: 2264
Jump Drive: Yes
POINT VALUE: 560

NOTES:

Jammer

EM Shield
Level 1

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE					E																									
SENSORS																														
Med. Neutron Laser																														
Hvy. Fusion Cannon																														
Fusion Cannon																														
Electro-Pulse Gun																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0



Ship Datacard

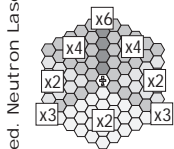
Tinashi Interceptor

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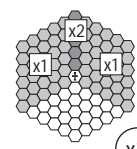
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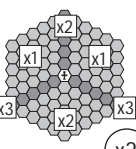
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Range: 4/8/12/16
Fire Control: d10/d10/d10
Damage: d10+1
Max Shots/Turn: 2



Heavy Fusion Cannon

x1

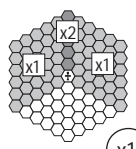
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x2

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Damage: special
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