

Minbari Leshodist Expeditionary Scout

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost ¹ x Speed	Fwd/Aft Defense: 15
In Service: 1995	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 1500	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 300	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +1
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 5 6 7 8 9 10 11 12	

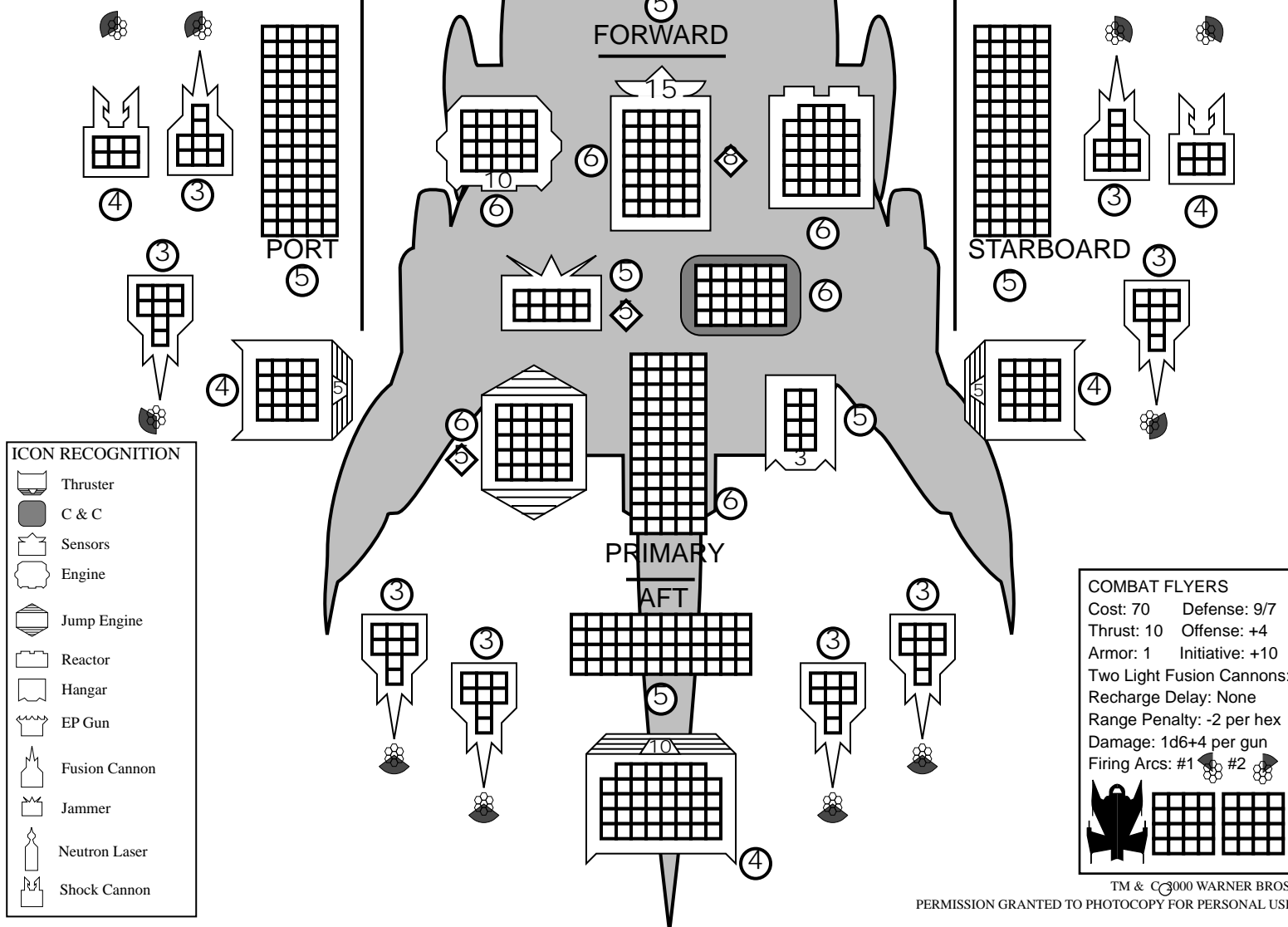
WEAPON DATA	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Electro-Pulse Gun	
Class: Electromagnetic	
Effect: Forces dropout	
Range Penalty: -3 per hex	
Fire Control: -/-/+4/3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
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	
Shock Cannon	
Class: Electromagnetic	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.	

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

SPECIAL NOTES
Restricted Deployment (10%)
Gravitic Drive System
ELINT Ship

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
6 Fighters
2 Flyers



ICON RECOGNITION

	Thrustor
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	EP Gun
	Fusion Cannon
	Jammer
	Neutron Laser
	Shock Cannon

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	

