



Minbari Nishta Heavy Frigate



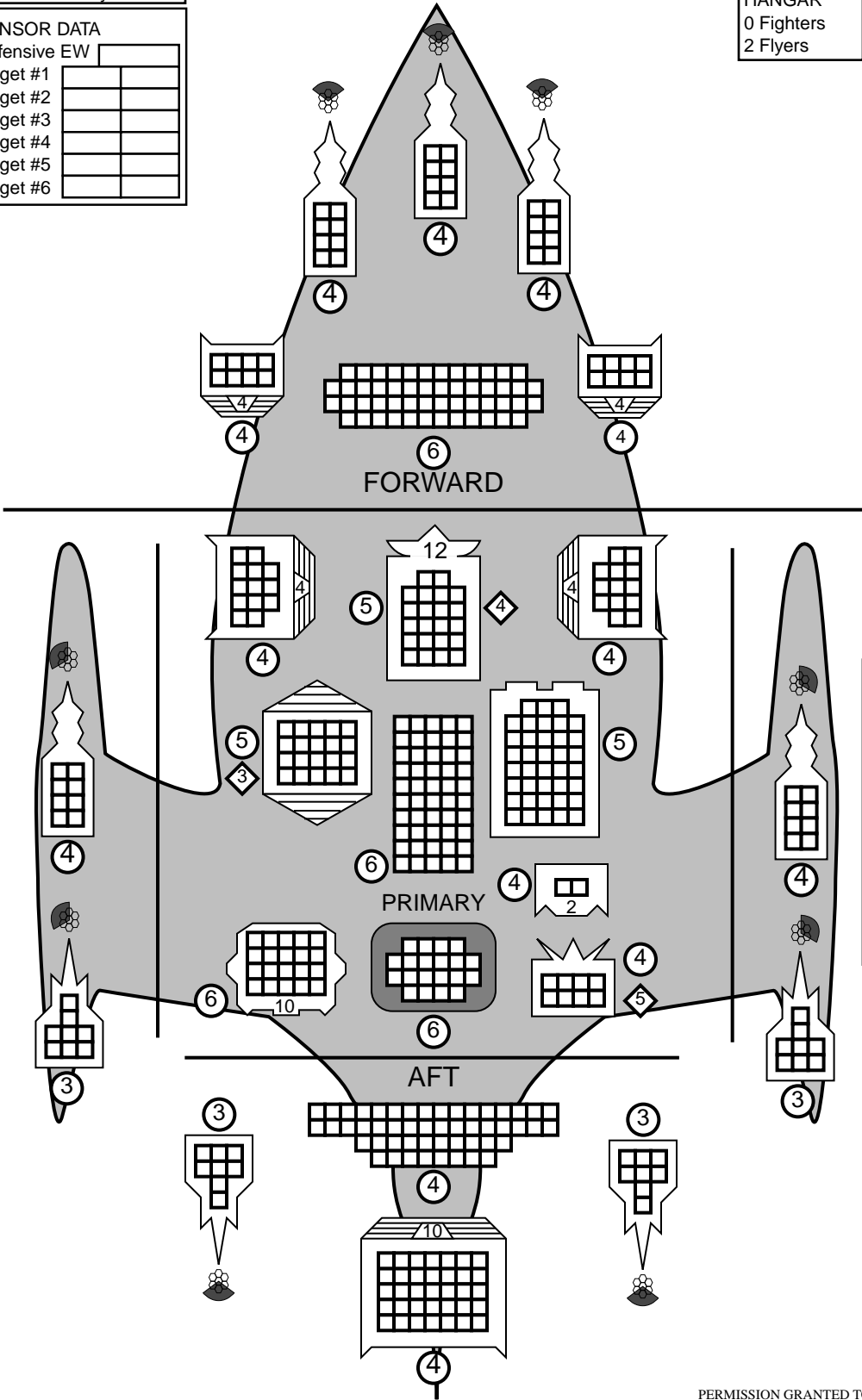
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2249	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: -2
Jump Delay: 12 Turns	Roll Cost: 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 2 3 4 5 6 6 7 8 8	

WEAPON DATA	
Molecular Disruptor	
Class: Molecular	
Modes: R, P	
Damage: 2d10+30	
Range Penalty: -1 per hex	
Fire Control: +4/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Special: Destroys 1 point of structure armor on facing side	
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	

FORWARD HITS
1-4: Retro Thrust
5-8: Molecular Disruptor
9-10: Fusion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Molecular Disruptor
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



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	

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Molecular Disruptor
	Fusion Cannon
	Jammer