



Minbari Odassi Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2265
Point Value:
Ramming Factor:
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	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

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.

Heavy Antimatter Converter
Class: Antimatter
Modes: Flash
Damage: (6 x X) + 7
Range Penalty: -2 per 3 hexes
Fire Control: +5/+3/-9
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

FORWARD HITS
1-3: Retro Thrust
4-5: Neutron Laser
6-7: Fusion Cannon
8-9: Shock Cannon
10-11: Hvy Antimatter Con
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Fusion Cannon
10-18: 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

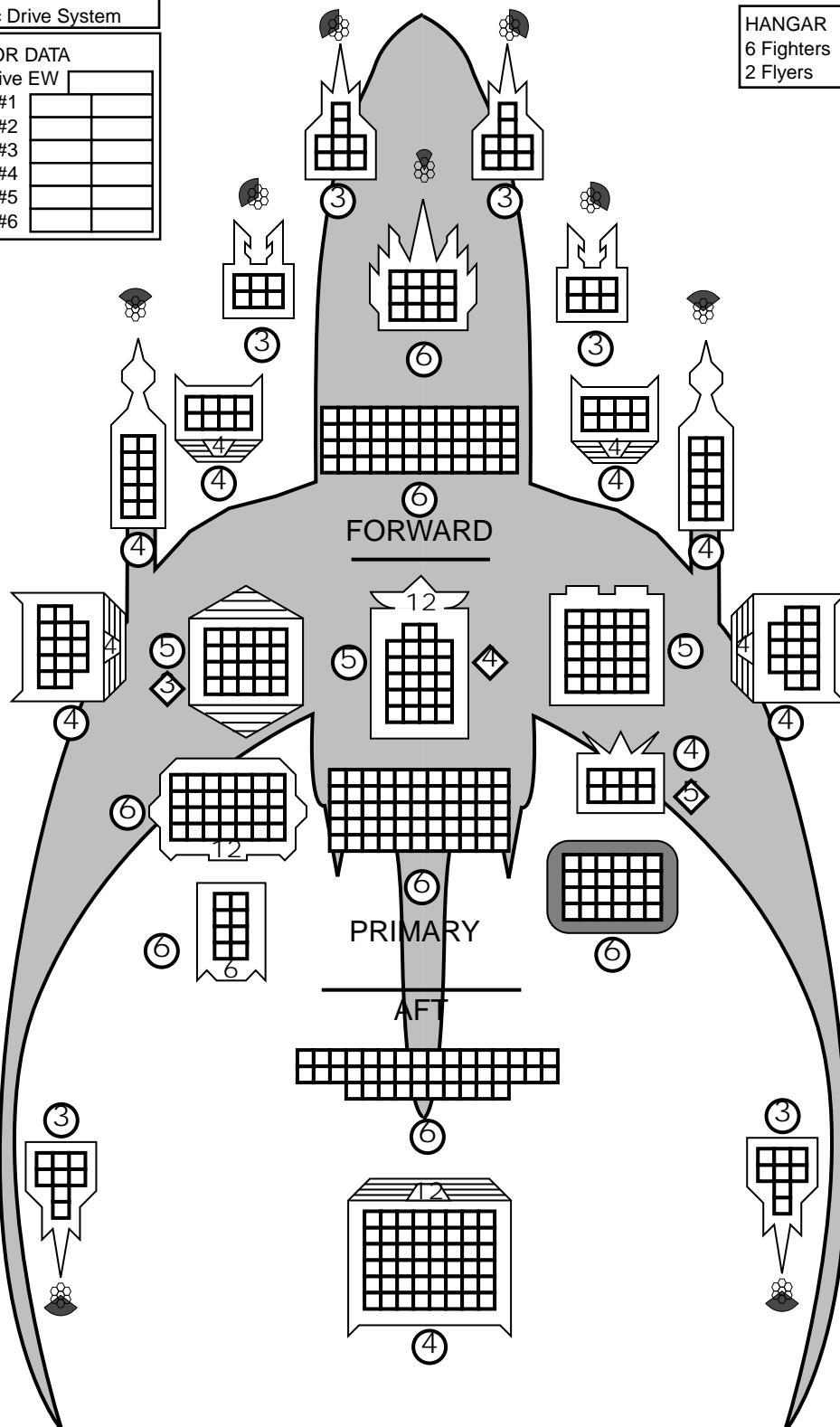
Target #3

Target #4

Target #5

Target #6

HANGAR
6 Fighters
2 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- Fusion Cannon
- Shock Cannon
- Jammer
- Hvy Antimatter Converter

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

