



Minbari Skannet Orbital Transport



SPECS

Class: Medium Ship
In Service: 1995
Point Value:
Ramming Factor:
Jump Delay: N/A

MANEUVERING

Turn Cost 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Power Shortage: 0
Initiative Bonus: +13

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: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARBITS
1-6Retro Thrust
7-10Fusion Cannon
11-12EP Gun
13-17Structure
18-20PRIMARY Hit

AFT HITS
1-7Main Thrust
8-10Fusion Cannon
11-17Structure
18-20PRIMARY Hit

PRIMARY HITS
1-6Port/Stb Thrust
7-8Jammer
9-10:Cargo
11-12Sensors
13-14:Tractor Beam
15-16Engine
17:Hangar
18-19Reactor
20:C & C

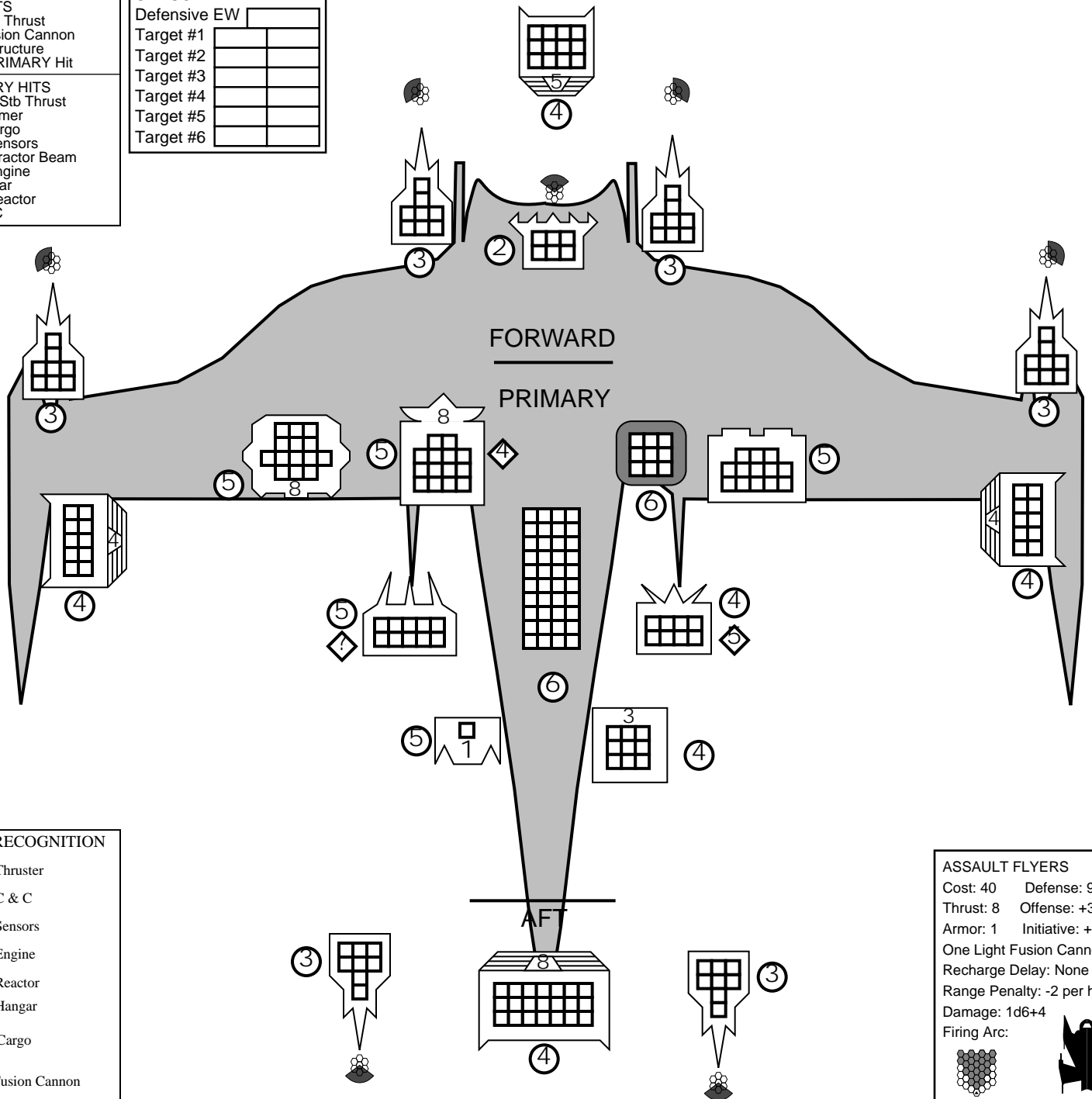
SPECIAL NOTES
Gravitic Drive System
Atmospheric Capable

SENSOR DATA

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

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

HANGAR
0 Fighters
1 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Fusion Cannon
- EP Gun
- Jammer
- Tractor Beam

ASSAULT FLYERS

Cost: 40 Defense: 9/7
Thrust: 8 Offense: +3
Armor: 1 Initiative: +10
One Light Fusion Cannon:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4
Firing Arc:

