

## Minbari Tanis Fi Dreadnought



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 16
In Service: 2252	Turn Delay: 4/3 Speed	Stb/Port Defense: 20
Point Value:	Accel/Decel Cost: 6 Thrust	Engine Efficiency: 5/1
Ramming Factor: 500	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 5+5 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

WEAPON DATA
Gravity Net Class: Gravitic Effect: Moves target 1d6 hexes Range Penalty: -1 per hex Fire Control: +3/+2/+1 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
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.

**FORWARD HITS**  
1-3:Retro Thrust  
4-5:Neutron Laser  
6-10:Fusion Cannon  
11-12:Shock Cannon  
13-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-3:Port/Stb Thrust  
4-7:Fusion Cannon  
8-9:Neutron Laser  
10-11:Gravity Net  
12:Shock Cannon  
13-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-9:Fusion Cannon  
10-11:Neutron Laser  
12:Gravity Net  
13-18:Aft Struct  
19-20:PRIMARY Hit

**PRIMARY HITS**  
1-6:Primary Struct  
7-8:Engine  
9-10:Jump Engine  
11:Tractor Beam  
12-13:Jammer  
14-15:Sensors  
16-17:Hangar  
18-19:Reactor  
20:C & C

**SPECIAL NOTES**  
Restricted Deployment (10%)  
Gravitic Drive System

### SENSOR DATA

Defensive EW

Target #1

Target #2

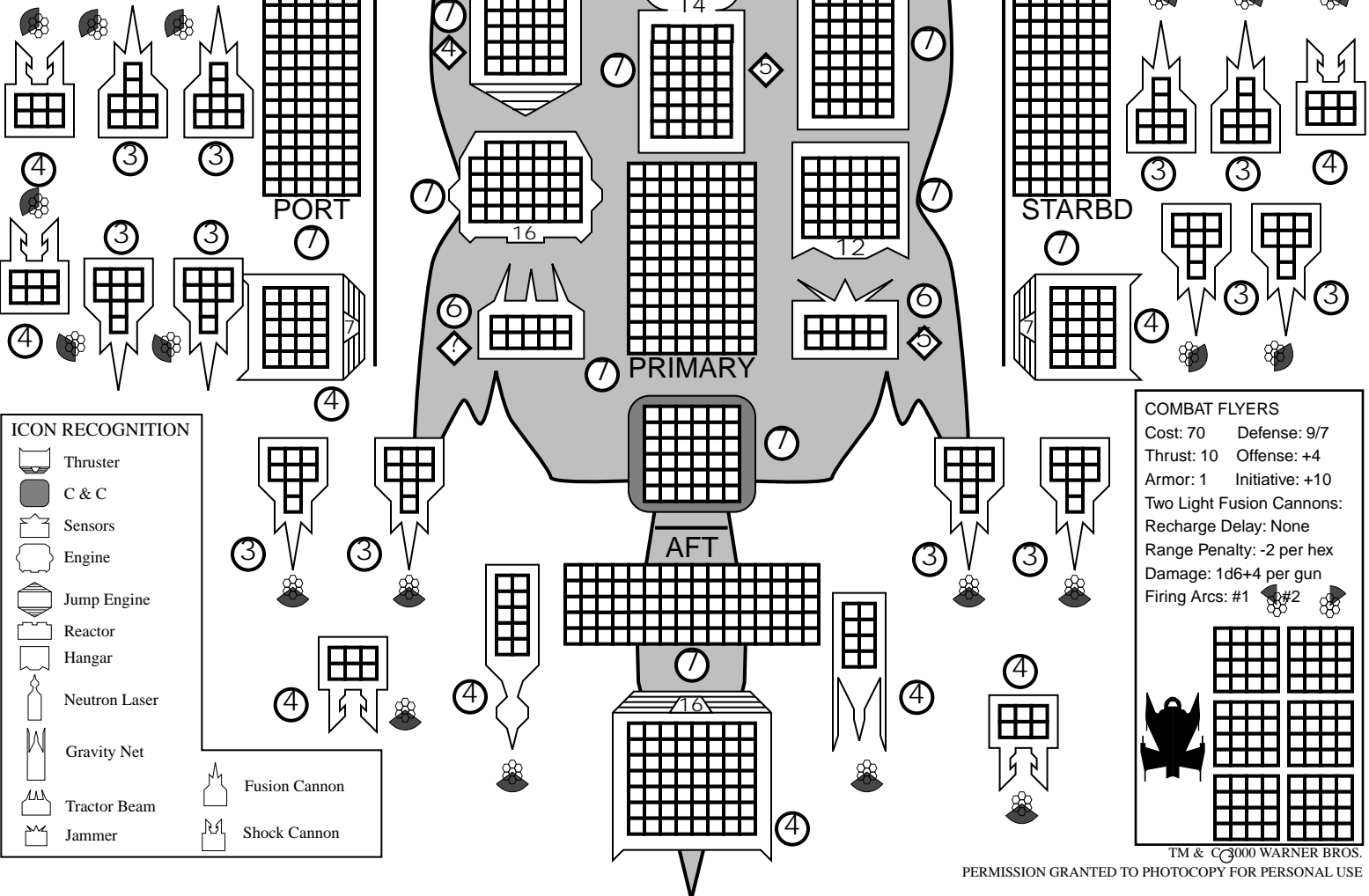
Target #3

Target #4

Target #5

Target #6

**HANGAR**  
24 Fighters  
6 Flyers



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- Gravity Net
- Tractor Beam
- Jammer
- Fusion Cannon
- 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

