

Noloshan Merchant Frigate

This design dates back to the time of Minbari expansion.

Built as a smaller consort to the War and Exploration Frigates primarily employed at that time, these ships handled jobs from colonization to military transport.

During the war, they continued to ferry troops, but also refugees from under attack by the shadows.

In recent times colonization is no longer an issue and troop transport is handled by the atmospheric Trotha or larger specialized vessels.

The Merchant Frigate is the modern incarnation used by the Worker Caste as a means to trade with other races and of course bring back new experiences. It is well defended as freighters go, though the Light Fusion Cannons are somewhat short-ranged.

[Based on the vessel of the same name in the Minbari Federation RPG book by Mongoose Publishing]

Q-Frigate

After the Minbari civil war the Worker Caste was primarily burdened with the task of rebuilding, but there were other problems.

A sudden influx of raiders, part of which turned out to be Centauri ships on remote, proved to be a big problem after the Minbari began to open their borders, now being part of the Interstellar Alliance.

The situation worsened when the Orieni began to devastate not only the Protectorate, but also parts of Minbari territory.

When the dust settled and repairs began, the Drakh struck at the weakened Minbari infrastructure.

To prevent the Drakh from successfully striking everywhere they chose to, the Grey Council now dominated by the more practical Worker Caste, took a few ideas from the other IA races.

Equipping freighters with anti-raider armament and fighters had proven to be quite effective.

The Merchant Frigate was chosen for this task since there were still enough of them left and because it had been a semi-military vessel in the past.

It was armed with additional Light Fusion Cannons, Fusion Cannon production was tied up by the construction of new warships, and two flights of medium fighters.

The ship still lacked long range firepower, however the military grade sensor array and of course its own speed, comparable to that of a War Frigate made it a deadly surprise for those seeking easy prey.

They were used both alone as inconspicuous patrols and in convoys where there was always more than one of them to jump raiding parties.

When losses among transports began to mount further, the Q-Frigates were tasked with finding out who was responsible.

What little evidence could be uncovered from wreckages of destroyed transports actually found proved to be highly confusing, requiring further investigation.

The damage on the ships indicated high-output molecular weapons. Although this would naturally point to the Drakh, the damage pattern was far more consistent with weapons fielded by the Yolu and the Minbari themselves. However the damage was far beyond anything the weapons of either race would have been capable of. Unfortunately those Q-Frigates which actually encountered the unknown forces failed to report back. As a precaution these ships had been equipped with secret recording devices in addition to the standard ship's recorders. The latter had been thoroughly crippled on the transports. It was hoped that these additional recorders combined with the improved sensor grid would finally allow to uncover who was responsible. The few recording devices not destroyed by the incredible firepower unleashed by the enemy ships showed some very concerning information. They had recorded the silhouettes of what looked like ancient Minbari War Frigates in the immediate vicinity. The sensors were unable to penetrate the completely unfamiliar stealth system used by these ships, which seemed to have come out of nowhere. Visual records were scarce and of little use, they only showed dark shapes blocking out the stars when they were moving.

Shanteen Patrol Frigate

After the Minbari Civil War, there was no serious plan to counter the losses attained during that war or the recent Shadow war. This lack of action later haunted the Minbari when the Orieni made their move. Even though they were beaten back, the losses were staggering. As a result real plans were drawn up afterwards to get Minbari space under control again. It was realized that a great amount of ships would be required to cover the space now under constant attack by raiders, Drakh and some other known force which could not be countered by Q-Frigates. Instead of building a limited amount of cruisers in the hopes of occasionally catching the enemy redhanded as it had been the practice of the Worker Caste in the past, it was decided to build a large force of smaller ships. Those would not only discourage like the Worker-Caste Sharaal had done in the past, they would be where they were needed when they were needed and they would be able to deal with anything that would come up. The Minbari have a great deal of experience in ship construction, since they have been building what are essentially the exact same hulls for over a thousand years. The greatest expertise exists in the area of War Frigate construction, with an output and least amount of waste during construction unequalled by any known race. The War Frigate was also chosen because it provided the perfect balance between size, speed, robustness and jump-capability. Instead of building the standard Tinashi, which was determined to be too inflexible for the job, a new variant was created taking lessons from several

previous variants and also designs from other races with a similar mission profile.

The Shantavi had been a testbed for the integration of new weaponry into the Tinashi frame.

At the time of introduction, the new ship was ineffective and of limited use. The new systems required too much space and support to work properly, making them impractical to use.

Those problems had been remedied in the meantime, allowing the general Tinashi frame to employ Molecular Pulsars and Improved Neutron Lasers without much trouble.

At the time there were also discussions about the possibility of blending the best elements of the Tinashi and the Shantavi into a new standard frigate design, but it was decided to table that matter for the time being, due to matters of greater importance.

A weapons layout was chosen that would maximize anti-fighter firepower into all directions, but that would also allow the Patrol Frigate to engage larger enemy ships at long range.

Although the new ship has only one Improved Neutron Laser, which may seem meager at first sight, sufficient power is available to fire it in sustained mode should the need arise, allowing it to cripple anyone who might pose a threat.

Since the main armament consists of the smaller Molecular Pulsars, there was enough space available to equip the ship with a hangar identical to the one used on the Esharan, a ship which had proven the possibility of using a Tinashi frame in a similar role, although that particular design had proven to be of limited use.

The Shanteen quickly occupied the production yards that could build it, raising it to common status among the Tinashis that were left.

It proved highly effective against any Raider or small Drakh force it took on.

Of course larger strike forces, which did not occur often in the case of raiders, but more often with the Drakh sometimes forced the Shanteen to withdraw, but only to return with more of its kind shortly thereafter, thanks to its speed and its own jump engine, two things the Tigarín Patrol Cruiser lacked.

Unfortunately the unknown force that was loose in Minbari space did not let those Shanteens that encountered it escape.

They were ripped apart like anybody else whom they attacked.

They used some sort of stealth system that made them very difficult to target, even with the sophisticated weapons and sensors on the Shanteen.

The only things that the Minbari learned from these encounters was that this enemy was far more dangerous than feared and that a lot more effort and force would be needed to get rid of it.

Additionally some confusing new visual data was acquired.

It showed War Frigate-type ships close to the Patrol Frigates and some additional ships further away that could not have been detected by the Q-Frigates weaker sensor array.

They looked a lot like War Frigates, but they seemed to be distorted, their proportions did not match exactly.

Additionally the size was way off, either the ships were closer than the readings indicated, or they were further away than their Frigate-type shape would indicate.

There was one recorded incident where a small group of Patrol Frigates jumped in after another one of them had been crippled.

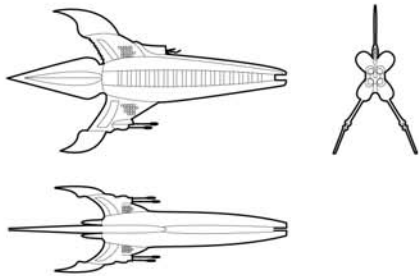
They engaged the unknown apparently larger ships at close range. What was left of the Minbari ships afterwards showed evidence of some high velocity crystalline projectiles.

The material was similar to the one the Minbari use for the construction of their ships.

There were fragments of this material all over the wreckage, like someone had detonated a small ship among the Patrol Frigates.

Whatever kind of weapon it was, it clearly indicates that this force is highly advanced and intend on causing a great deal of damage to the Minbari.

There have been no reports of this force anywhere among the Alliance, making this a local problem, but a very pressing one.



Version 1.0

Name: _____

Counter: _____



Minbari Noloshan Merchant Frigate

SPECS

Class: Medium Ship
In Service: 2050
Point Value: 300
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x 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: 16
Engine Efficiency: 3/1
Extra Power: 4
Initiative Bonus: +0

| 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

Lt Fusion Cannons
Class: Molecular
Number of Guns: 3 (Linked)
Mode: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +0/+0/+0
Intercept Rating: -2
Rate of Fire: Once per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Fusion Cannon
9-11: Cargo
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Fusion Cannon
9-11: Cargo
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stbd Thrust
9-11: Cargo
12-13: Tractor Beam
14-15: Sensors
16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

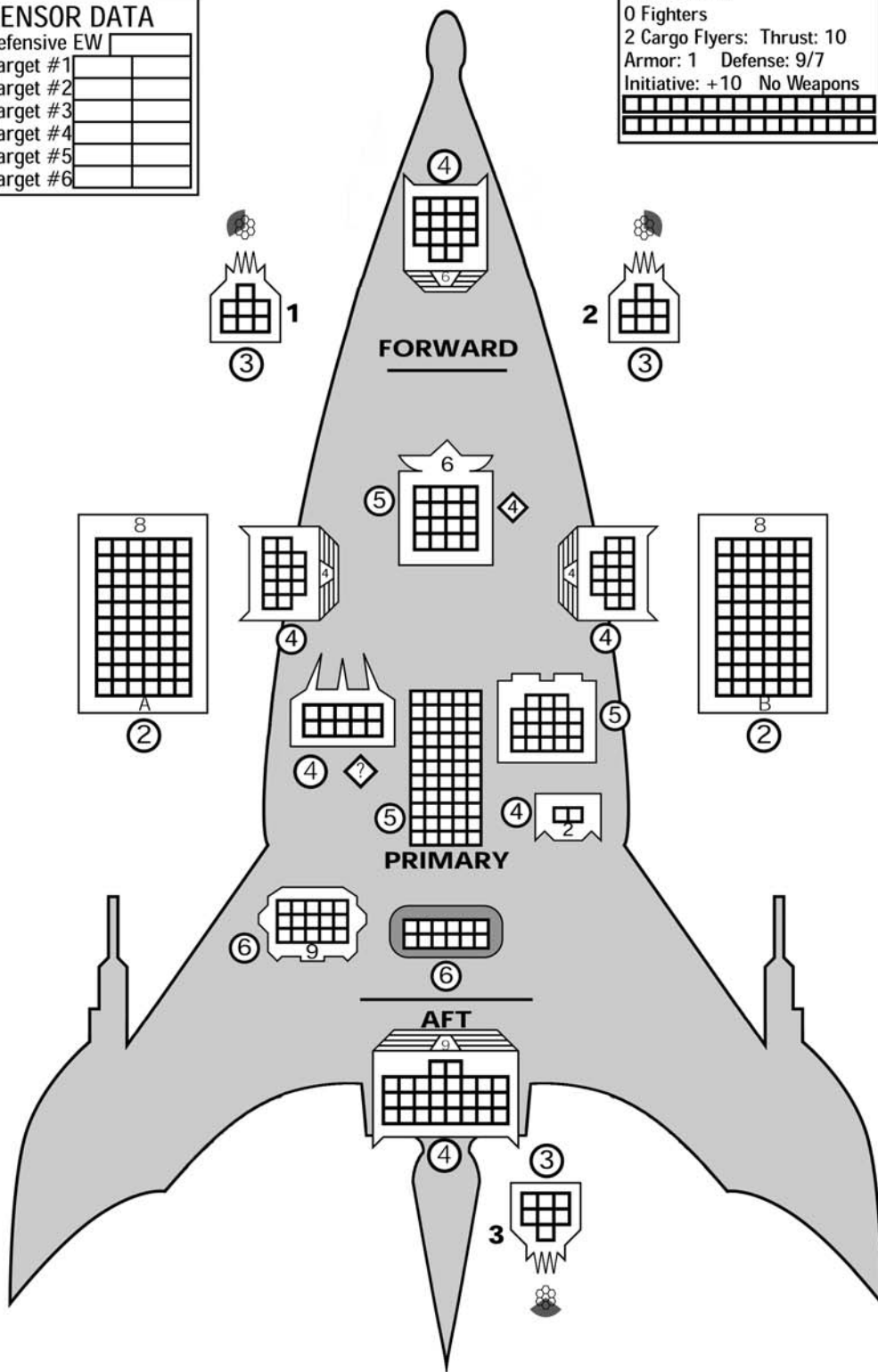
| | | |
|-----------|--|--|
| Target #1 | | |
| Target #2 | | |
| Target #3 | | |
| Target #4 | | |
| Target #5 | | |
| Target #6 | | |

HANGAR

0 Fighters
2 Cargo Flyers: Thrust: 10
Armor: 1 Defense: 9/7
Initiative: +10 No Weapons

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Tractor Beam
- Lt Fusion Cannons
- Cargo



Noloshan Variant (Uncommon)

Version 1.0

Name: _____

Counter: _____



Minbari Noralinn Q- Frigate

SPECS

Class: Medium Ship
In Service: 2269
Point Value: 550
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x 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: 16
Engine Efficiency: 3/1
Extra Power: 4
Initiative Bonus: +0

| 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

Lt Fusion Cannons
Class: Molecular
Number of Guns: 3 (Linked)
Mode: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +0/+0/+0
Intercept Rating: -2
Rate of Fire: Once per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Fusion Cannon
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Fusion Cannon
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stbd Thrust
9-11: Jammer
12-13: Sensors
14-15: Engine
16-17: 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 | |

MAIN HANGAR

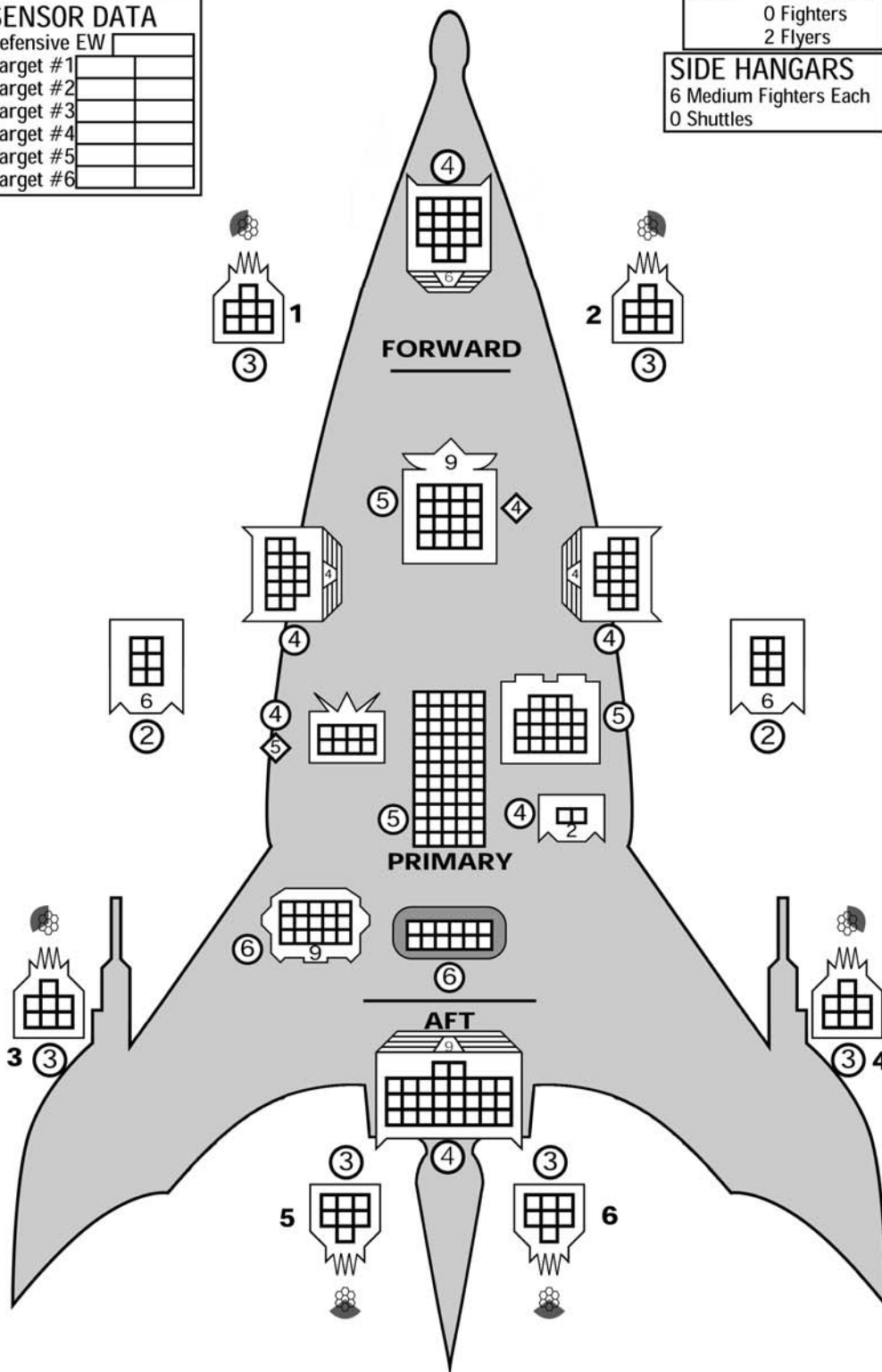
0 Fighters
2 Flyers

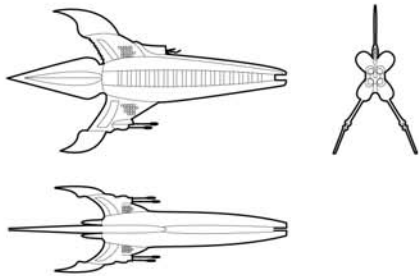
SIDE HANGARS

6 Medium Fighters Each
0 Shuttles

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Lt Fusion Cannons





Version 3: 2E/SF

Name: _____

Counter: _____



Minbari Shanteen Patrol Frigate

| SPECS | MANEUVERING | COMBAT STATS |
|-----------------------|----------------------------|------------------------|
| Class: Hvy Combat Vsl | Turn Cost: 1 x Speed | Fwd/Aft Defense: 14 |
| In Service: 2268 | Turn Delay: 2/3 Speed | Stb/Port Defense: 17 |
| Point Value: 900 | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: 190 | Pivot Cost: 3+3 Thrust | Extra Power: 7 |
| 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 4 5 6 6 7 8 8 | |

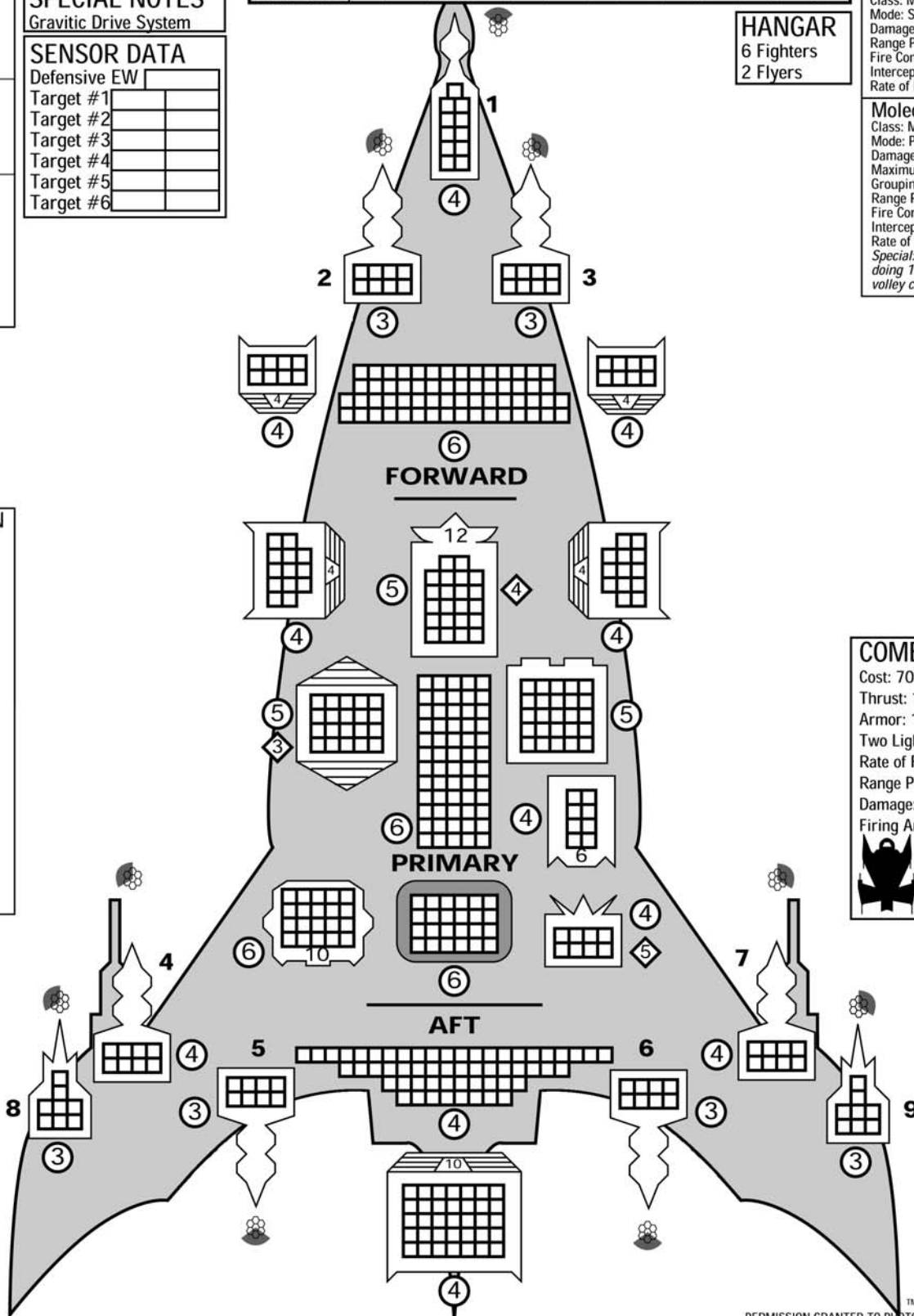
| WEAPON DATA |
|--|
| Neutron Laser (Impr.) |
| Class: Laser |
| Modes: R, P, S(3) |
| Damage: 4d10+18 |
| Range Penalty: -1 per 4 hexes |
| Fire Control: +5/+4/+1 |
| Intercept Rating: n/a |
| Rate of Fire: 1 per 3 turns |
| Fusion Cannon |
| Class: Molecular |
| Mode: Standard |
| Damage: 1d10+9 |
| Range Penalty: -1 per hex |
| Fire Control: +3/+3/+4 |
| Intercept Rating: -2 |
| Rate of Fire: 1 per turn |
| Molecular Pulsar |
| Class: Molecular |
| Mode: Pulse |
| Damage: 10 1d5 Times |
| Maximum Pulses: 7 |
| Grouping Range: +1 per 3 |
| Range Penalty: -1 per hex |
| Fire Control: +4/+3/+2 |
| Intercept Rating: -2 |
| Rate of Fire: 1 per 2 turns |
| Special: Can fire every turn doing 1d3 pulses with no volley count bonus |

| FORWARD HITS |
|-----------------------|
| 1-4: Retro Thrust |
| 5-6: Neutron Laser |
| 7-9: Molecular Pulsar |
| 10-18: Forward Struct |
| 19-20: PRIMARY Hit |
| AFT HITS |
| 1-6: Main Thrust |
| 7-9: Molecular Pulsar |
| 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
6 Fighters
2 Flyers

| ICON RECOGNITION |
|------------------------|
| Thruster |
| C & C |
| Sensors |
| Engine |
| Jump Engine |
| Reactor |
| Hangar |
| Improved Neutron Laser |
| Fusion Cannon |
| Molecular Pulsar |
| Jammer |



| 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 |