

Tinashi Variant (Uncommon)  
Common after 2261

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Minbari Tinashi Adv. Interceptor

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2258	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 950	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 190	Pivot Cost: 3+3 Thrust	Extra Power: +0
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 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

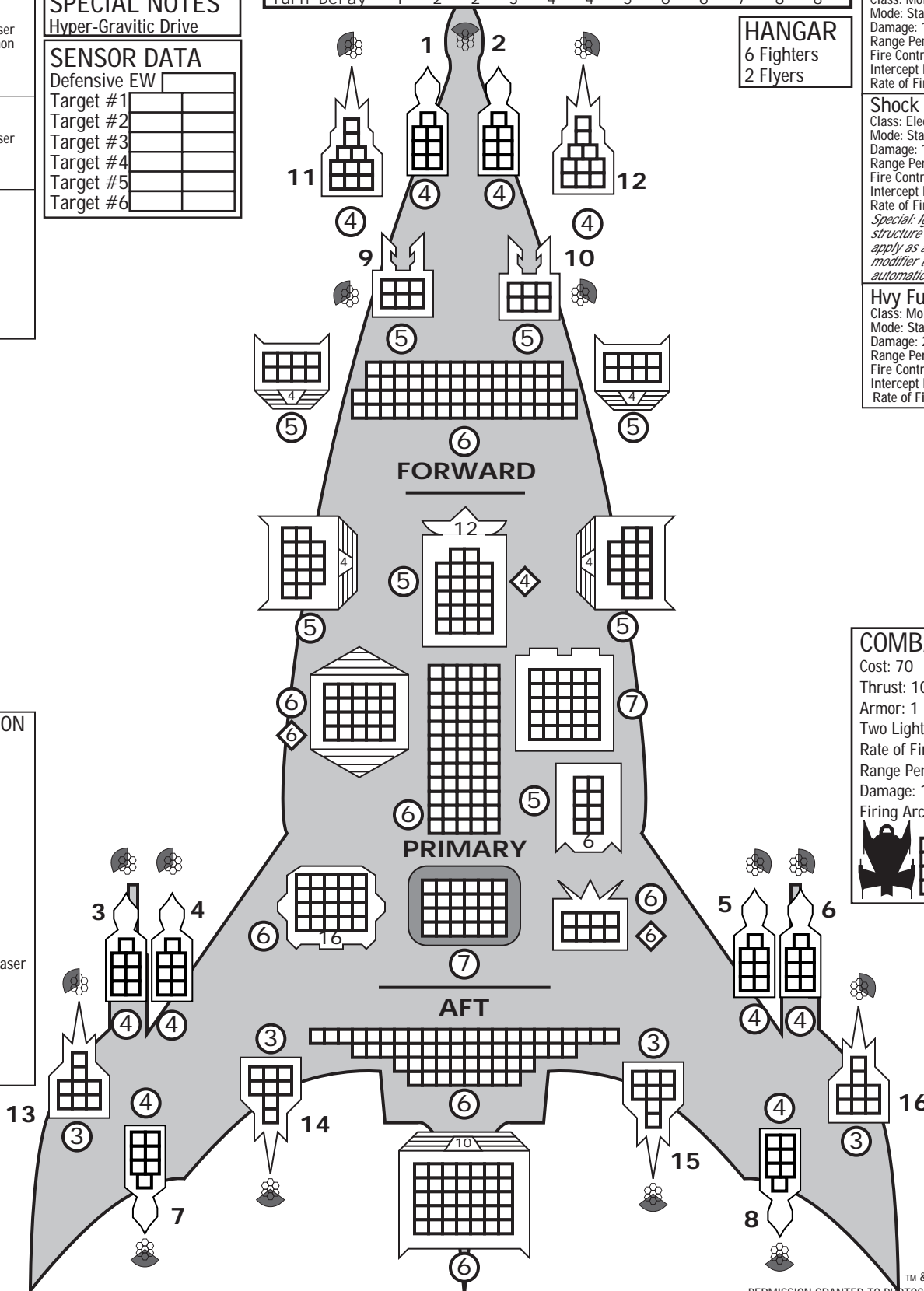
WEAPON DATA
<b>Med. Neutron Laser</b> Class: Laser Modes: R, P, S Damage: 3d10+10 Range Penalty: -1 per 3 hexes Fire Control: +4/+4/+1 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>Fusion Cannon</b> Class: Molecular Mode: Standard Damage: 1d10+9 Range Penalty: -1 per hex Fire Control: +3/+3/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
<b>Shock Cannon</b> 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 <i>Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.</i>
<b>Hvy Fusion Cannon</b> Class: Molecular Mode: Standard Damage: 2d10+14 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+3 Intercept Rating: -1 Rate of Fire: 1 per 2 turns

FORWARD HITS
1-3: Retro Thrust
4-5: Med. Neutron Laser
6-8: Hvy. Fusion Cannon
9-10: Shock Cannon
11-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Med. Neutron Laser
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
Hyper-Gravitic Drive
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
Med. Neutron Laser
Fusion Cannon
Shock Cannon
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