



Version 2: 2E/SF

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

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



# Minbari Leshath Heavy Scout

## SPECS

Class: Capital Ship  
In Service: 1995  
Point Value: 1500  
Ramming Factor: 300  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +1

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

### 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

## FORWARD HITS

1-4: Retro Thrust  
5-8: Fusion Cannon  
9-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-8: Fusion Cannon  
9-10: EP Gun  
11-18: Port/Stb 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

1-8: Primary Struct  
9-10: Engine  
11-12: Jump Engine  
13-14: Jammer  
15-16: Sensors  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Restricted Deployment (10%)  
Gravitic Drive System  
ELINT Ship

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

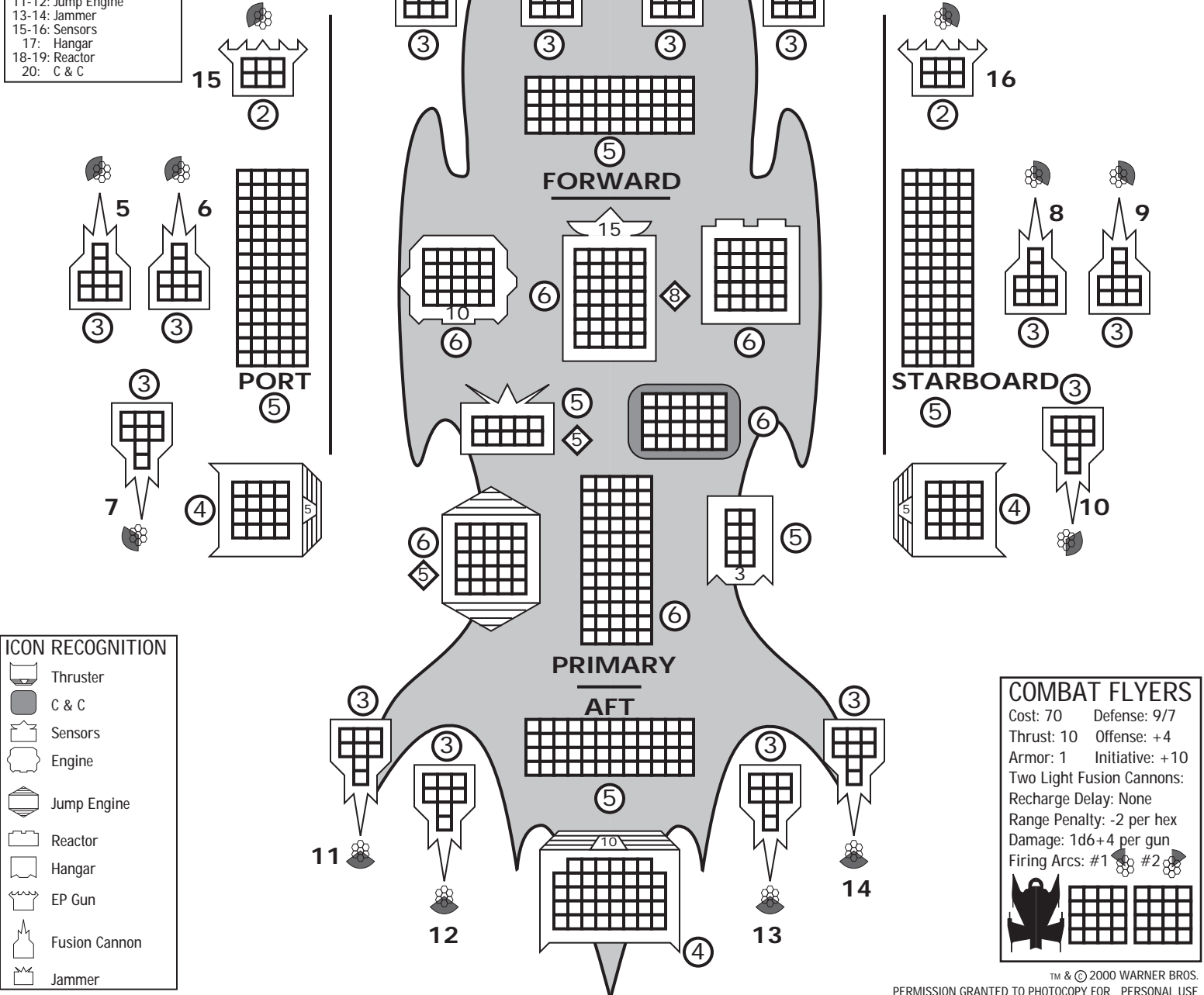
Target #4

Target #5

Target #6

## HANGAR

6 Fighters  
2 Flyers



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EP Gun
- Fusion Cannon
- Jammer

## 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

