

Version 2: 2E/SF

Name: _____ Counter: _____



Minbari Neshatan Gunship

SPECS

Class: Capital Ship
In Service: 2251
Point Value: 2300
Ramming Factor: 350
Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 19
Engine Efficiency: 4/1
Power Shortage: -6
Initiative Bonus: +1

WEAPON DATA

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

FORWARD HITS

1-4: Retro Thrust
5-9: Neutron Laser
10: Fusion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Neutron Laser
8: Fusion Cannon
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Neutron Laser
11-12: Fusion Cannon
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Engine
10-12: Jump Engine
13-14: Jammer
15-16: Sensors
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

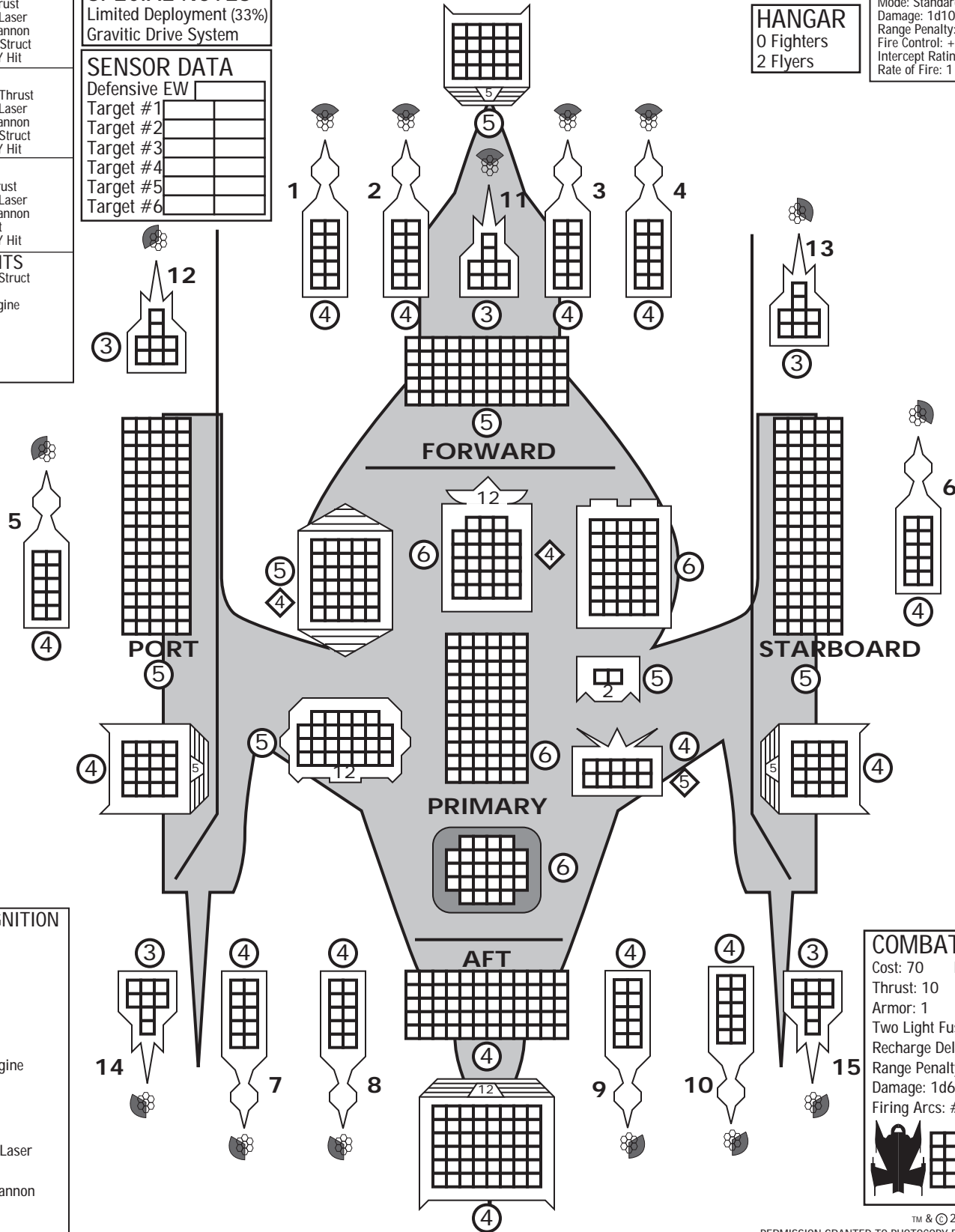
Target #5

Target #6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR

0 Fighters
2 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- 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

