

Version 2: 2E/SF

Name: _____ Counter: _____



Minbari Tigara Attack Cruiser

SPECS

Class: Capital Ship
In Service: 1990
Point Value: 1100
Ramming Factor: 300
Jump Delay: N/A

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

Molecular Disruptor

Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/-2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

Antimatter Converter

Class: Antimatter
Modes: Flash
Damage: (4 x X) + 2
Range Penalty: -1 per hex
Fire Control: +4/+1/-6
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

- 1-3: Retro Thrust
- 4-5: Antimatter Converter
- 6-7: Molecular Disruptor
- 8-9: Fusion Cannon
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-8: Fusion Cannon
- 9-10: Molecular Disruptor
- 11-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Fusion Cannon
- 9-10: Molecular Disruptor
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Struct
- 10-11: Engine
- 12-13: Jammer
- 14-15: Sensors
- 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

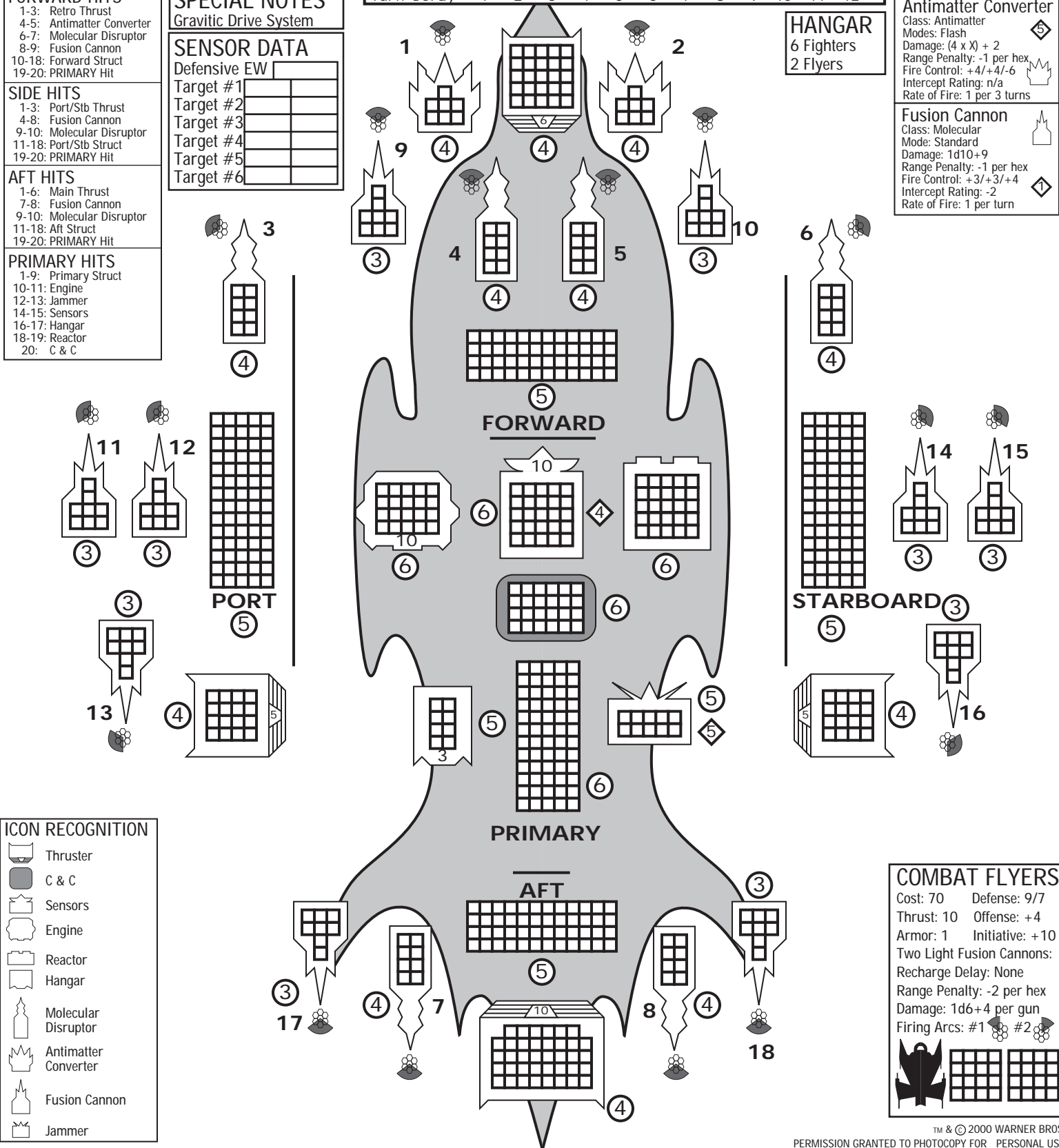
Target #5

Target #6

HANGAR

6 Fighters

2 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Molecular Disruptor
- Antimatter Converter
- 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

