

Tigara Variant (Common)

Version 4: 2E/V4

Name: _____

Counter: _____



Minbari Tigarin Patrol Cruiser

SPECS

Class: Capital Ship
In Service: 2059
Point Value: 1500
Ramming Factor: 310
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

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

1-3: Retro Thrust
4-5: Neutron Laser
6-9: Fusion Cannon
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-8: Fusion Cannon
9-10: Neutron Laser
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

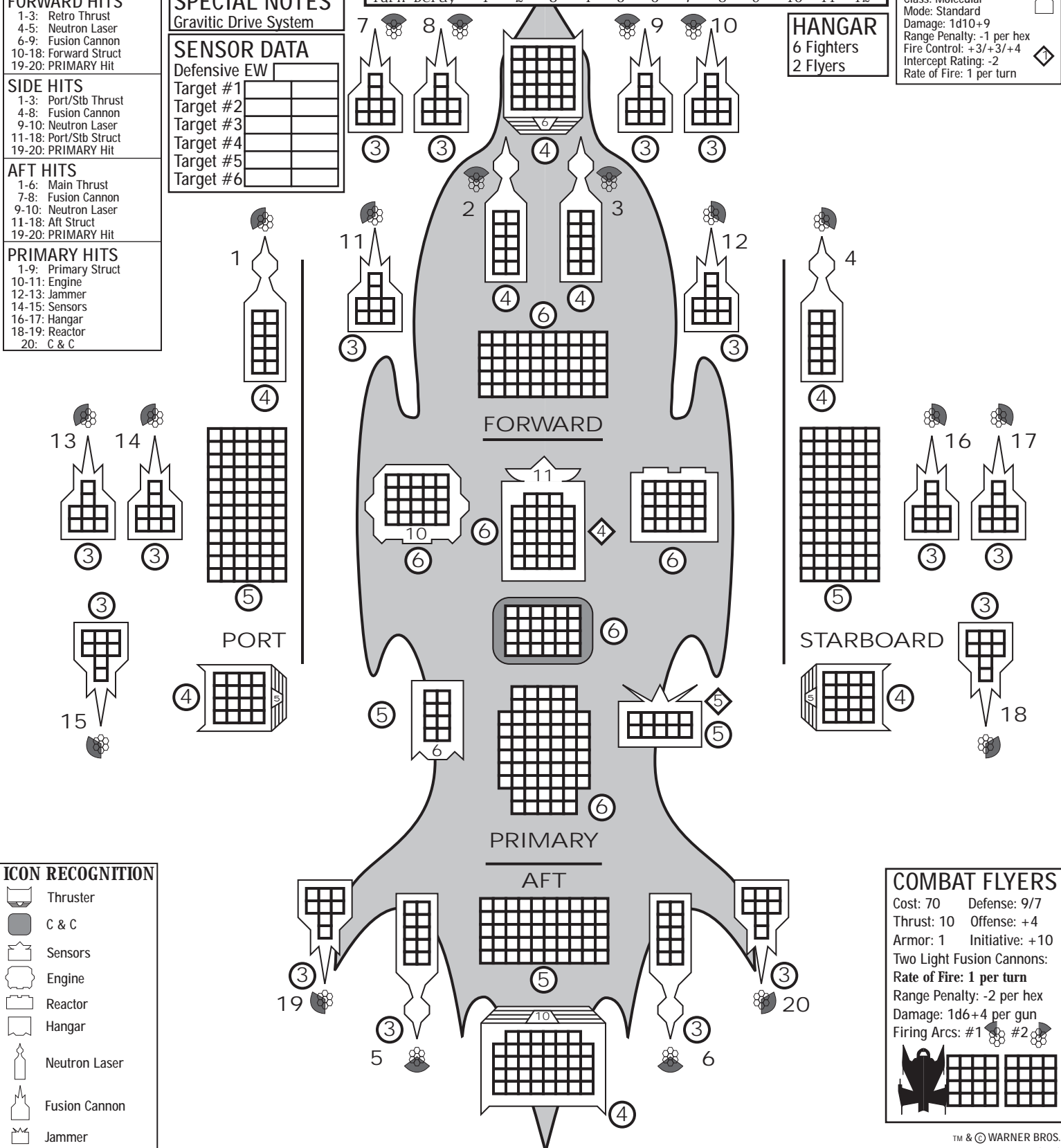
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- 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:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

