

Minbari Federation Fleet List – B5W A Call to Arms Points

Common Hulls Name, ISD, Cost

Minbari Leshath Heavy Scout - 1995 - 149 Points + 11 Pts Fighters (Nials) = 160 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	5	30/5	36/6	-	1 Fighter Flight	Advanced Jump Point, Scout, Flight Computer, Stealth 5+
Weapon			Range	Arc	AD	Special	
Fusion Cannon			15	F	8	AP, Mini-Beam	
Fusion Cannon			15	A	5	AP, Mini-Beam	
Fusion Cannon			15	P	5	AP, Mini-Beam	
Fusion Cannon			15	S	5	AP, Mini-Beam	

Minbari Morshin Carrier - 2022 - 65 Points + 95 Pts Fighters (Nials + Flyers) = 160 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	18/4	25/5	2	1 Flyer Flight, 8 Fighter Flights	Advanced Jump Point, Carrier 2, Fleet Carrier, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Fusion Cannon			10	F	6	AP, Mini-Beam	
Fusion Cannon			10	A	4	AP, Mini-Beam	
Fusion Cannon			10	P	4	AP, Mini-Beam	
Fusion Cannon			10	S	4	AP, Mini-Beam	

Minbari Neshatan Gunship - 2251 - 230 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	35/9	45/7	4	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			40	F	10	Beam, Double Damage, Super AP	
Neutron Laser			40	A	6	Beam, Double Damage, Super AP	
Neutron Laser			40	P	4	Beam, Double Damage, Super AP	
Neutron Laser			40	S	4	Beam, Double Damage, Super AP	
Fusion Cannon			12	F	3	AP, Mini-Beam	
Fusion Cannon			12	A	2	AP, Mini-Beam	
Fusion Cannon			12	P	3	AP, Mini-Beam	
Fusion Cannon			12	S	3	AP, Mini-Beam	

Minbari Rogata Tug - 2105 - 65 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	16/4	21/4	1	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Gravity Net			10	F	-	Gravitic Shifter	
Gravity Net			10	P	-	Gravitic Shifter	
Gravity Net			10	S	-	Gravitic Shifter	
Fusion Cannon			8	F	8	AP, Mini-Beam	
Fusion Cannon			8	A	2	AP, Mini-Beam	
Fusion Cannon			8	P	2	AP, Mini-Beam	
Fusion Cannon			8	S	2	AP, Mini-Beam	

Minbari Shargoti Battlecruiser - 2112 - 249 Pts + 51 Pts Fighters (Nials + Flyers) = 300 Pts

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	55/13	74/14	8	1 Flyer Flight, 4 Fighter Flights	Advanced Jump Point, Flight Computer, Stealth 4+, Command +1
Weapon			Range	Arc	AD	Special	
Neutron Laser			45	F	8	Beam, Double Damage, Super AP	
Neutron Laser			45	A	4	Beam, Double Damage, Super AP	
Gravity Net			15	F	-	Gravitic Shifter	
Gravity Net			15	P	-	Gravitic Shifter	
Gravity Net			15	S	-	Gravitic Shifter	
Fusion Cannon			14	F	12	AP, Mini-Beam	
Fusion Cannon			14	A	10	AP, Mini-Beam	
Fusion Cannon			14	P	8	AP, Mini-Beam	
Fusion Cannon			14	S	8	AP, Mini-Beam	

Minbari Sharlin War Cruiser - 2058 - 184 Points + 51 Pts Fighters (Nials + Flyers) = 225 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	44/11	66/11	6	1 Flyer Flight, 4 Fighter Flights	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			40	F	8	Beam, Double Damage, Super AP	
Neutron Laser			40	A	4	Beam, Double Damage, Super AP	
Fusion Cannon			12	F	8	AP, Mini-Beam	
Fusion Cannon			12	A	6	AP, Mini-Beam	
Fusion Cannon			12	P	6	AP, Mini-Beam	
Fusion Cannon			12	S	6	AP, Mini-Beam	

Minbari Shaveen Patrol Cutter - 2254 - 50 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/90°	4	10/3	12/3	1	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Shock Cannon			10	F	2	AP, Anti-Fighter	
Fusion Cannon			10	F	4	AP, Mini-Beam	
Fusion Cannon			10	A	2	AP, Mini-Beam	

Minbari Tigara Attack Cruiser - 1990 - 112 Points + 8 Pts Fighters (Tishats) = 120 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	6	31/5	40/7	4	1 Fighter Flight	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Molecular Disruptor			12	F	9	AP, Double Damage, Precise	
Molecular Disruptor			12	A	6	AP, Double Damage, Precise	
Molecular Disruptor			12	P	3	AP, Double Damage, Precise	
Molecular Disruptor			12	S	3	AP, Double Damage, Precise	
Antimatter Converter			8	F	6	Double Damage, Super AP	
Fusion Cannon			10	F	4	AP, Mini-Beam	
Fusion Cannon			10	A	4	AP, Mini-Beam	
Fusion Cannon			10	P	4	AP, Mini-Beam	
Fusion Cannon			10	S	4	AP, Mini-Beam	

Minbari Tigarin Patrol Cruiser - 2059 - 149 Points + 11 Pts Fighters (Nials) = 160 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	6	31/5	40/7	4	1 Fighter Flight	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			35	F	6	Beam, Double Damage, Super AP	
Neutron Laser			35	A	4	Beam, Double Damage, Super AP	
Neutron Laser			35	P	2	Beam, Double Damage, Super AP	
Neutron Laser			35	S	2	Beam, Double Damage, Super AP	
Fusion Cannon			10	F	8	AP, Mini-Beam	
Fusion Cannon			10	A	4	AP, Mini-Beam	
Fusion Cannon			10	P	6	AP, Mini-Beam	
Fusion Cannon			10	S	6	AP, Mini-Beam	

Minbari Tinashi War Frigate - 2052 - 85 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
11	2/45°	6	20/5	26/5	3	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			40	F	4	Beam, Double Damage, Super AP	
Neutron Laser			40	P	2	Beam, Double Damage, Super AP	
Neutron Laser			40	S	2	Beam, Double Damage, Super AP	
Fusion Cannon			12	F	6	AP, Mini-Beam	
Fusion Cannon			12	A	2	AP, Mini-Beam	
Fusion Cannon			12	P	4	AP, Mini-Beam	
Fusion Cannon			12	S	4	AP, Mini-Beam	

Minbari Torotha Assault Frigate - 2006 - 55 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	6	10/3	15/4	3	None	Flight Computer, Stealth 4+, Shuttles 1
Weapon			Range	Arc	AD	Special	
Molecular Disruptor			10	F	6	AP, Double Damage, Precise	
Fusion Cannon			9	F	4	AP, Mini-Beam	
Fusion Cannon			9	A	2	AP, Mini-Beam	
Fusion Cannon			9	P	1	AP, Mini-Beam	
Fusion Cannon			9	S	1	AP, Mini-Beam	

Minbari Troligan Armoured Cruiser - 2166 - 95 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	39/5	45/6	4	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Gravity Net			12	F	-	Gravitic Shifter	
Gravity Net			12	F	-	Gravitic Shifter	
Gravity Net			12	A	-	Gravitic Shifter	
Gravity Net			12	A	-	Gravitic Shifter	
Gravity Net			12	P	-	Gravitic Shifter	
Gravity Net			12	S	-	Gravitic Shifter	
Fusion Cannon			10	F	4	AP, Mini-Beam	
Fusion Cannon			10	A	4	AP, Mini-Beam	
Fusion Cannon			10	P	3	AP, Mini-Beam	
Fusion Cannon			10	S	3	AP, Mini-Beam	

Minbari White Star - 2260 - 75 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
15	2/90°	5	10/3	13/4	1	None	Advanced Jump Point, Adaptive Armour, Flight Computer, Stealth 3+*, Dodge 3+, Self-Repairing 1
Weapon			Range	Arc	AD	Special	
Improved Neutron Laser*			35	B	2	Beam, Double Damage, Precise, Super AP	
Molecular Pulsar			12	F	12	Anti-Fighter, Twin-Linked, Precise	

* If using Stealth, Improved Neutron Laser may not be fired. Declare at activation.

Minbari Breaching Pod - 2004 - 4 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
8	SM	5	-	-	1	-	Breaching Pod, Dodge 5+, Stealth 3+

Minbari Flyer Flight - 2004 - 7 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	4	+1	-	-	-	Dodge 4+, Fighter, Stealth 4+
Weapon			Range	Arc	AD	Special	
Light Fusion Cannon			2	T	2	AP	

Minbari Nial Heavy Fighter Flight - 2050 - 11 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
14	SM	5	+3	-	-	-	Dodge 2+, Fighter, Stealth 4+
Weapon			Range	Arc	AD	Special	
Light Fusion Cannon			2	T	3	AP	

Minbari Tishat Medium Fighter Flight - 1880 - 8 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
14	SM	4	+4	-	-	-	Dodge 2+, Fighter, Stealth 4+
Weapon			Range	Arc	AD	Special	
Light Fusion Cannon			2	T	2	AP	

NB: All auxiliary craft are Atmospheric capable.

Variant Hulls Name, ISD, Rarity (Common = blank, Uncommon = U, Rare = R, Unique = Q), Cost

Minbari Ashinta Close Escort - 2066 U* - 85 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	6	20/5	26/5	3	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Fusion Cannon			12	F	8	AP, Mini-Beam	
Fusion Cannon			12	A	4	AP, Mini-Beam	
Fusion Cannon			12	P	6	AP, Mini-Beam	
Fusion Cannon			12	S	6	AP, Mini-Beam	

* Tinashi Variant

Minbari Esharan Anti-Fighter Frigate - 2063 R* - 80 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
11	2/45°	6	20/5	26/5	3	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			40	F	2	Beam, Double Damage, Super AP	
Shock Cannon			12	F	2	AP, Anti-Fighter	
Shock Cannon			12	P	2	AP, Anti-Fighter	
Shock Cannon			12	S	2	AP, Anti-Fighter	
Fusion Cannon			12	F	6	AP, Mini-Beam	
Fusion Cannon			12	A	4	AP, Mini-Beam	
Fusion Cannon			12	P	5	AP, Mini-Beam	
Fusion Cannon			12	S	5	AP, Mini-Beam	

* Tinashi Variant

Minbari Grey Sharlin War Cruiser - 2058 Q - 209 Pts + 51 Pts Ftrs (Nials + Flyers) = 250 Pts

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	1/45°	6	50/11	70/12	6	1 Flyer Flight, 4 Fighter Flights	Advanced Jump Point, Flight Computer, Stealth 5+, Command +2
Weapon			Range	Arc	AD	Special	
Neutron Laser			45	F	8	Beam, Double Damage, Super AP	
Neutron Laser			45	A	4	Beam, Double Damage, Super AP	
Fusion Cannon			12	F	8	AP, Mini-Beam	
Fusion Cannon			12	A	6	AP, Mini-Beam	
Fusion Cannon			12	P	6	AP, Mini-Beam	
Fusion Cannon			12	S	6	AP, Mini-Beam	

Minbari Letann Scout - 2020 R* - 90 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
11	2/45°	6	20/5	26/5	3	None	Advanced Jump Point, Scout Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Fusion Cannon			12	F	6	AP, Mini-Beam	
Fusion Cannon			12	A	4	AP, Mini-Beam	
Fusion Cannon			12	P	2	AP, Mini-Beam	
Fusion Cannon			12	S	2	AP, Mini-Beam	

* Tinashi Variant

Minbari Rolentha Combat Tug - 2267 R* - 80 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	16/4	21/4	1	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			25	F	4	Beam, Double Damage, Super AP	
Neutron Laser			25	P	4	Beam, Double Damage, Super AP	
Neutron Laser			25	S	4	Beam, Double Damage, Super AP	
Fusion Cannon			8	F	8	AP, Mini-Beam	
Fusion Cannon			8	A	2	AP, Mini-Beam	
Fusion Cannon			8	P	2	AP, Mini-Beam	
Fusion Cannon			8	S	2	AP, Mini-Beam	

* Rogata Variant

Minbari Retlata Transport - 2006* - 60 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	16/4	21/4	1	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Fusion Cannon			8	F	9	AP, Mini-Beam	
Fusion Cannon			8	A	3	AP, Mini-Beam	
Fusion Cannon			8	P	3	AP, Mini-Beam	
Fusion Cannon			8	S	3	AP, Mini-Beam	

* Rogata Common Variant

Minbari Shaveen Police Leader - 2254 U - 60 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/90°	4	10/3	12/3	1	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Molecular Pulsar			12	F	3	Anti-Fighter, Twin-Linked, Precise	
Shock Cannon			10	F	2	AP, Anti-Fighter	
Fusion Cannon			10	F	2	AP, Mini-Beam	
Fusion Cannon			10	A	2	AP, Mini-Beam	
Fusion Cannon			10	P	2	AP, Mini-Beam	
Fusion Cannon			10	S	2	AP, Mini-Beam	

Minbari Sharaal War Cruiser - 1999 U - 161 Pts + 39 Pts Fighters (Tishats + Flyers) = 200 Pts

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	43/10	65/11	6	1 Flyer Flight, 4 Fighter Flights	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Molecular Disruptor			12	F	12	AP, Double Damage, Precise	
Molecular Disruptor			12	A	6	AP, Double Damage, Precise	
Antimatter Converter			8	F	6	Double Damage, Super AP	
Antimatter Converter			8	A	6	Double Damage, Super AP	
Fusion Cannon			10	F	4	AP, Mini-Beam	
Fusion Cannon			10	A	2	AP, Mini-Beam	
Fusion Cannon			10	P	6	AP, Mini-Beam	
Fusion Cannon			10	S	6	AP, Mini-Beam	

Minbari Shantavi Heavy Battle Frigate - 2058 R* - 95 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
11	2/45°	6	20/5	26/5	3	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Improved Neutron Laser			40	F	4	Beam, Double Damage, Precise, Super AP	
Improved Neutron Laser			40	P	2	Beam, Double Damage, Precise, Super AP	
Improved Neutron Laser			40	S	2	Beam, Double Damage, Precise, Super AP	
Molecular Pulsar			15	F	6	AP, Twin-Linked, Precise	
Fusion Cannon			12	A	2	AP, Mini-Beam	

* Tinashi Variant

Minbari Tradana Combat Frigate - 2266 R* - 60 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	6	10/3	15/4	3	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			30	F	4	Beam, Double Damage, Super AP	
Fusion Cannon			9	F	4	AP, Mini-Beam	
Fusion Cannon			9	A	2	AP, Mini-Beam	
Fusion Cannon			9	P	2	AP, Mini-Beam	
Fusion Cannon			9	S	2	AP, Mini-Beam	

* Torotha Variant

Minbari Trolata Armoured Cruiser - 2201 U* - 110 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	39/5	45/6	4	None	Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			35	F	4	Beam, Double Damage, Super AP	
Antimatter Converter			8	F	3	Double Damage, Super AP	
Antimatter Converter			8	P	3	Double Damage, Super AP	
Antimatter Converter			8	S	3	Double Damage, Super AP	
Fusion Cannon			10	F	6	AP, Mini-Beam	
Fusion Cannon			10	A	6	AP, Mini-Beam	
Fusion Cannon			10	P	4	AP, Mini-Beam	
Fusion Cannon			10	S	4	AP, Mini-Beam	

* Troligan Variant

Minbari Command White Star - 2260 R - 85 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
15	2/90°	5	11/3	13/4	1	None	Advanced Jump Point, Adaptive Armour, Flight Computer, Stealth 3+*, Dodge 3+, Self-Repairing 2 Command +1
Weapon			Range	Arc	AD	Special	
Improved Neutron Laser			35	B	2	Beam, Double Damage, Precise, Super AP	
Molecular Pulsar			12	F	12	Anti-Fighter, Twin-Linked, Precise	

* If using Stealth, Improved Neutron Laser may not be fired. Declare at activation.

Bases & Defences Name, ISD, Cost**Minbari Norgath Starbase - 2082 - 900 Points**

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	5	1000/500/250	-	50	2 Flyer Flights 6 Fighter Flights	Carrier 4, Command +3, Defence Network 12, Immobile, Interceptors 8, Space Station, Targets 4, Stealth 3+
Weapon			Range	Arc	AD	Special	
Neutron Laser			50	-	6	Beam, Double-Damage, Super AP	
Fusion Cannon			20	-	8	AP, Mini-Beam	

Minbari Sheganna Orbital Satellite - 2070 - 30 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	7/2	-	-	None	Immobile, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			20	T	2	Beam, Double-Damage, Super AP	
Fusion Cannon			8	T	4	AP, Mini-Beam	