

Tinashi Variant (Common/Rare after 2052)

Version 1: 2E/Babcom

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

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



# Minbari Tinshara Battle Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 1985	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 725	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 180	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 14 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +7
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 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
<b>Molecular Disruptor</b>	6
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	
<i>Special: Destroys 1 point of structure armor on facing side</i>	
<b>Antimatter Converter</b>	5
Class: Antimatter	
Modes: Flash	
Damage: (4 x X) + 2	
Range Penalty: -1 per hex	
Fire Control: +4/+4/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
<b>Fusion Cannon</b>	1
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: Molecular Disruptor
6-8: Fusion Cannon
9-10: Antimatter Converter
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: molecular Disruptor
10-12: Fusion Cannon
13-18: Aft Struct
19-20: PRIMARY Hit

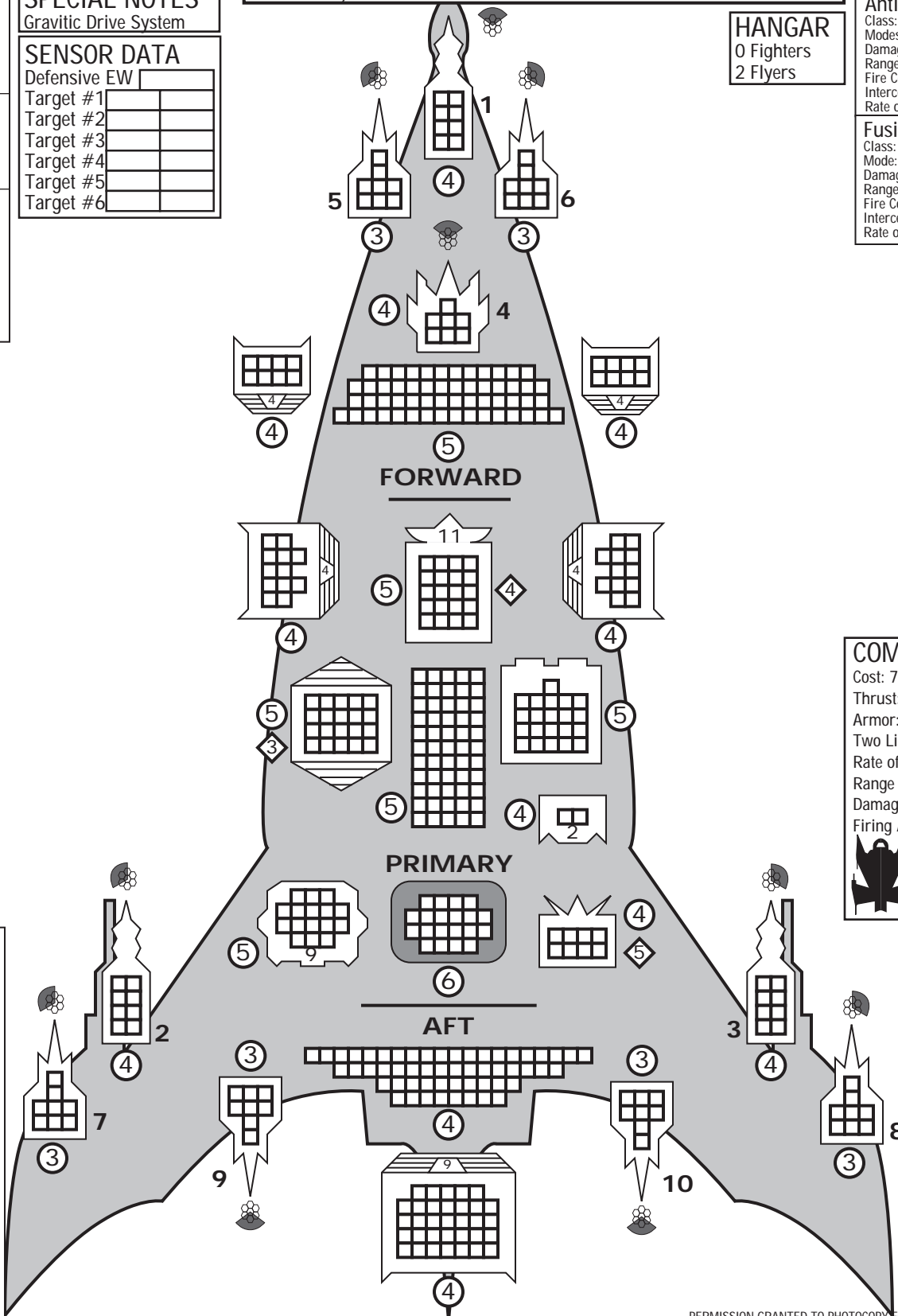
PRIMARY HITS
1-7: Primary Struct
8-9: Port/Stb Thrust
10: Jump Engine
11-12: Jammer
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES	
Gravitic Drive System	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
2 Flyers



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Molecular Disruptor
	Fusion Cannon
	Antimatter Converter
	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	