TIGARA Attack Cruiser
Minbari Federation CA

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Ship Name:_____

Counter: _____

SPECS

Class:	Capital
Point Value:	1000
In Service:	1880
Endurance:	? months
Jump Delay:	n/a
Ram Factor:	300

HANGAR

Launch: 3 / turn

Fighters: 6

Flt 1:_____

Shuttles: 2

S1:_____

S2:_____

COMBAT STATS

Defense

Fwd / Aft:	**15**
Strb / Port:	**17**
Engine Effciency:	3/1
Free Thrust:	10
Sensors:	10
Power:	65(+0)
Initiative Bonus:	+1

MANEUVERING

Turn Cost:	1 x Speed
Turn Delay:	1 x Speed
Accel/Decel:	4
Pivot:	4 + 4
Roll:	3 + 3
Slide:	1/5 Speed

FOREWARD HITS

1-3	:	Retro Thruster	4
4-5	:	Antimatter Converter	4
6-7	:	Molecular Disruptor	4
8-9	:	Fusion Cannon	3
10-18	:	Fore Structure	5
19-20	:	PRIMARY Hit	

SIDE HITS

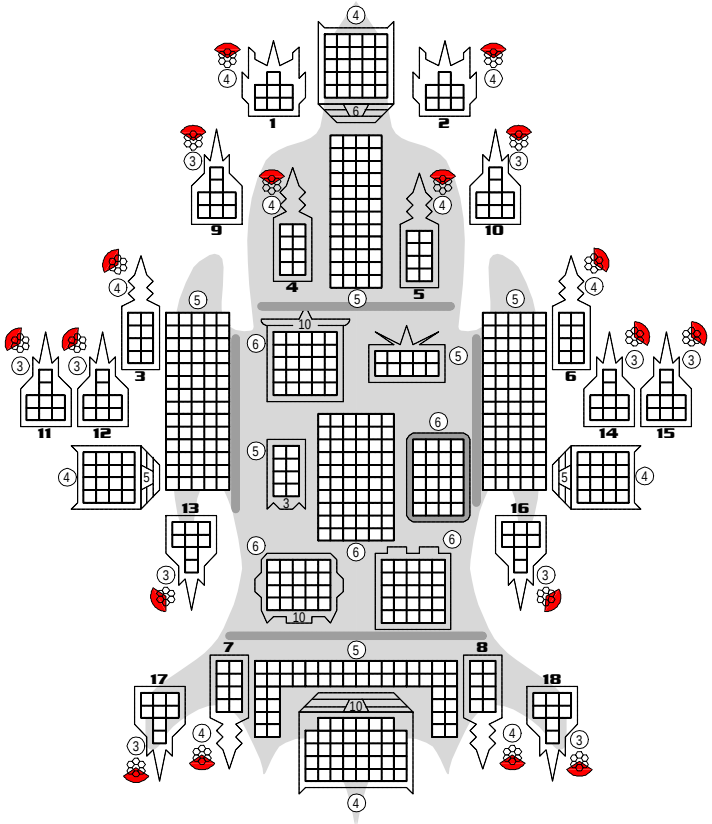
1-3	:	Side Thruster	4
4-8	:	Fusion Cannon	3
9-10	:	Molecular Disruptor	4
11-18	:	Side Structure	5
19-20	:	PRIMARY Hit	

AFT HITS

1-6	:	Main Thruster	4
7-9	:	Fusion Cannon	3
10-11	:	Molecular Disruptor	4
12-18	:	Aft Structure	5
19-20	:	PRIMARY Hit	

PRIMARY HITS

1-9	:	Primary Structure	6
10-11	:	Engine	6
12-13	:	Jammer	5
14-15	:	Sensors	6
16-17	:	Hangar	5
18-19	:	Reactor	6
20	:	C&C	6



WEAPONS

	Class	Modes	Damage	Rng	Fire Ctrl	Int	RoF
Molecular Disruptor	molecular	R,P	2d10+30	-1/ h	+4/+2/-4	n/a	1/4
Antimatter Convertor	antimatter	Flash	4X+2	-1/ h	+4/+4/-6	n/a	1/3
Fusion Cannon	molecular	Std	1d10+9	-1/ h	+3/+3/+4	-2	1/1

System <Power>	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1.Anti Converter 6															
2.Anti Converter 6															
3.Molec Disrupt 5															
4.Molec Disrupt 5															
5.Molec Disrupt 5															
6.Molec Disrupt 5															
7.Molec Disrupt 5															
8.Molec Disrupt 5															
9.Fusion Cannon 1															
10.Fusion Cannon 1															
11.Fusion Cannon 1															
12.Fusion Cannon 1															
13.Fusion Cannon 1															
14.Fusion Cannon 1															
15.Fusion Cannon 1															
16.Fusion Cannon 1															
17.Fusion Cannon 1															
18.Fusion Cannon 1															
Sensors 4															
Jammer 5															
Extra Power [+0]															
EW Total [10]															
Thrust (e/e) (3/1)[10]															
INITIATIVE [+1]															
Defensive EW															
Target #1															
Target #2															
Target #3															
Target #4															
Target #5															
Target #6															
Target #7															
Acceleration (4)															
SPEED															
THRUST Avail.															
Last Move															
Thrust F [6]															
Thrust P/S [5 /5]															
Thrust A [10]															