

# Minbari Rolotha Freighter

## SPECS

Class: Medium Ship  
In Service: 1990  
Point Value: 180  
Ramming Factor: 65  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: 4  
Initiative Bonus: +0

## WEAPON DATA

### 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

1-6: Retro Thrust  
7-8: Fusion Cannon  
9-11: Cargo  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Fusion Cannon  
9-11: Cargo  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stbd Thrust  
9-11: Cargo  
12-13: Tractor Beam  
14-15: Sensors  
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

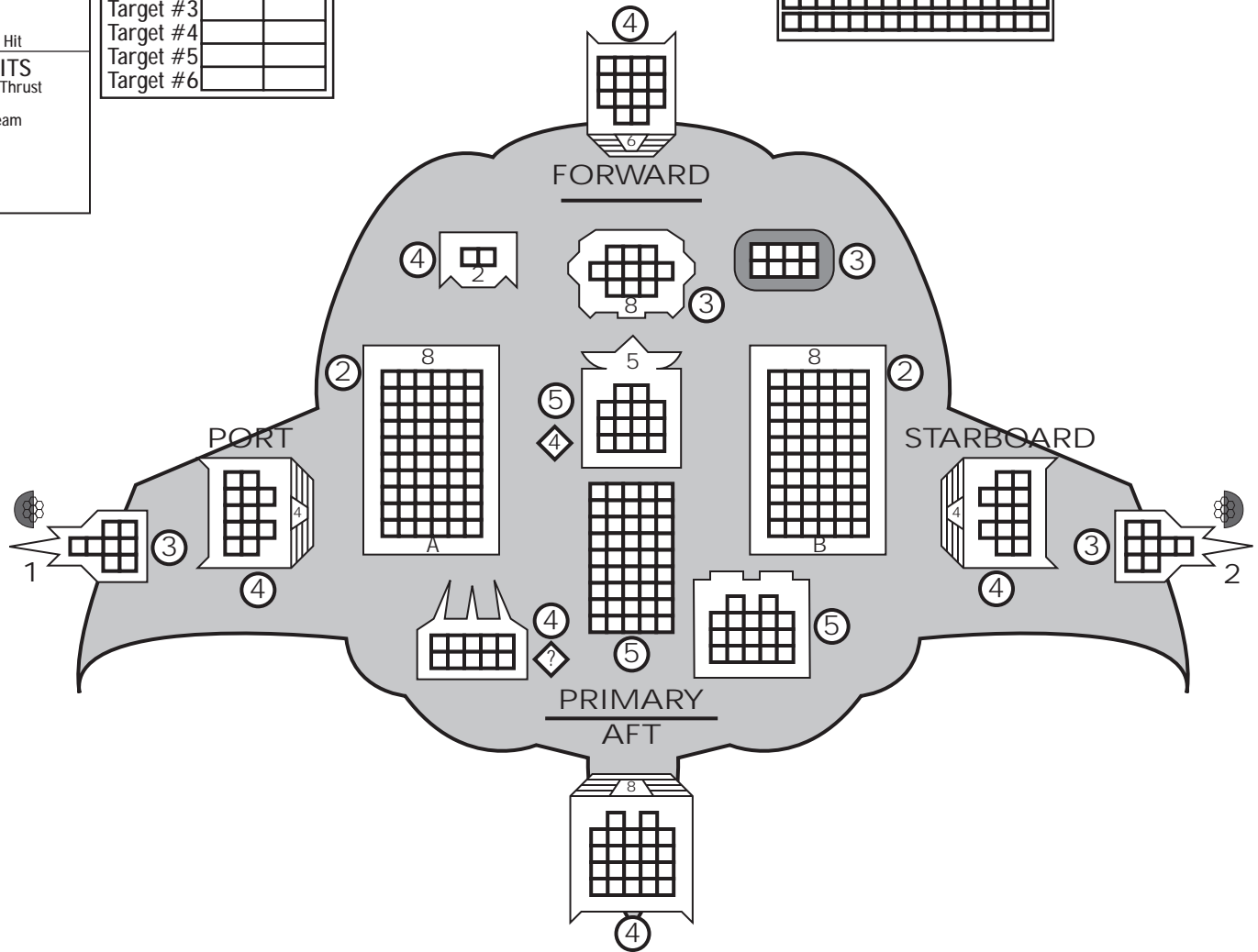
## HANGAR

0 Fighters

2 Cargo Flyers: Thrust: 10

Armor: 1 Defense: 9/7

Initiative: +10 No Weapons



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tractor Beam
- Fusion Cannon
- Cargo