

Minbari Fighter

Craft: Minbari Federation Fighter

Type: Space superiority starfighter

Scale: Starfighter

Length: 21 meters

Skill: Starfighter piloting: Minbari fighter

Crew: 1

Crew Skill: Astrogation 4D+2, sensors 4D, starfighter piloting 5D, starship gunnery 4D+2

Cargo Capacity: 45 kilograms

Consumables: 2 weeks

Hyperdrive Multiplier: x1

Nav Computer: Yes

Manuverability: 4D

Space: 14

Hull: 6D

Sensors:

Passive: 50/0D

Scan: 90/1D

Search: 120/2D

Focus: 4/3D

Weapons:

3 Fusion Beam Emitters

Fire Arc: Front

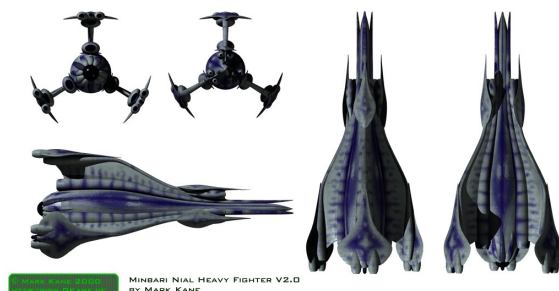
Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-5/20/40

Atmosphere Range: 100-500/2/4 km

Damage: 8D (10D fire-linked)



The Minbari Fighter is an extremely maneuverable and fast fighter. Its weapons are three beam weapon emitters positioned around the cockpit, angled 120 degrees apart. The design is based upon minbari aesthetics, where the triangle is the perfect shape. Therefore the Minbari Fighter has a triangular shape when from ahead. The three "wings" are also swept forward, like reverse delta-wings.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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