

Mimbari Sharin War Cruiser Prototype

SPECS

Class: Capital Ship
In Service: 2051
Point Value: 1695
Ramming Factor: 430
Jump Delay: 12 Turns

MANEUVERING

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

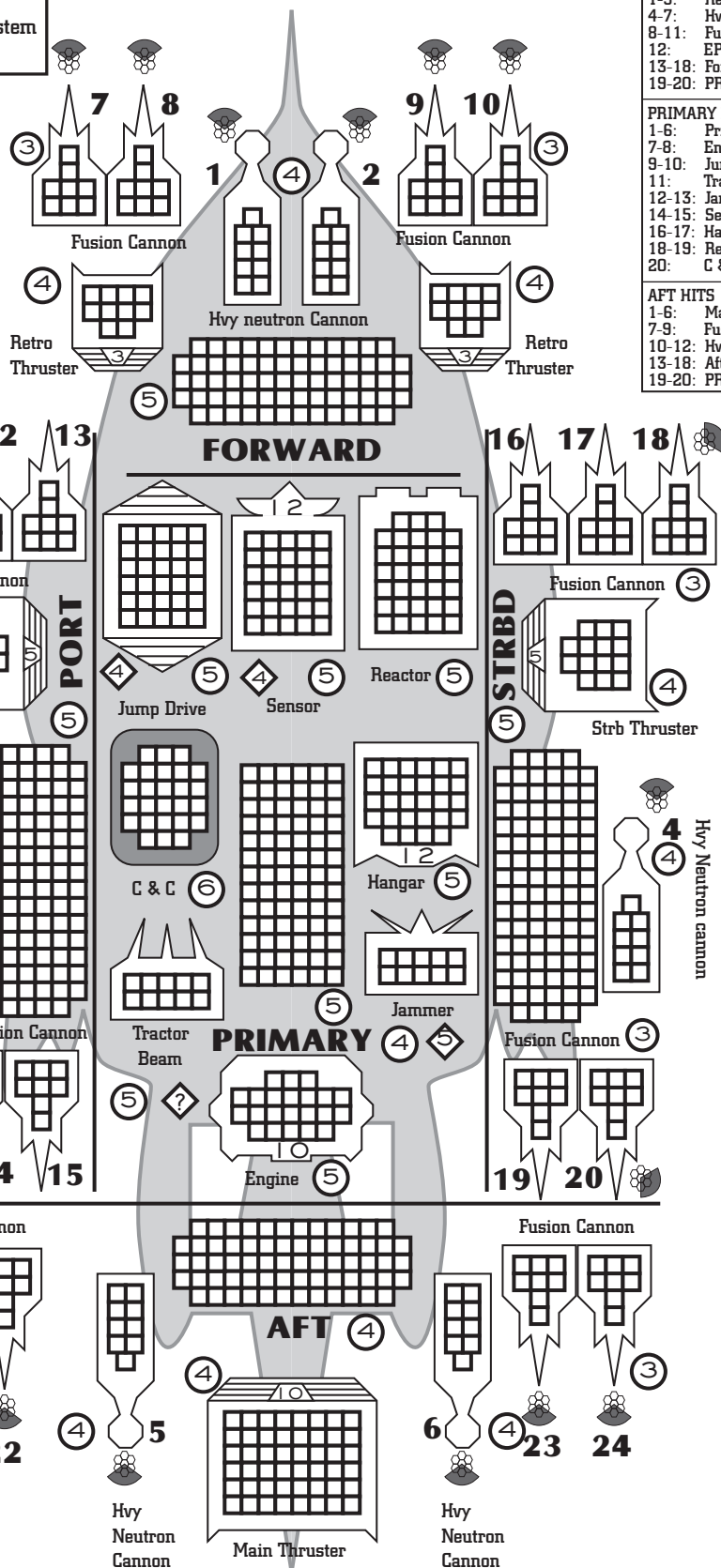
COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +1

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	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES
Gravitic Drive System
2 were built

HANGAR
24 Fighters
4 Flyers



FORWARD HITS

1-3: Retro Thrust
4-7: Hvy Neutron Cannon
8-11: Fusion Cannon
12: EP Gun
13-18: Forward Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Tractor Beam
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

AFT HITS

1-6: Main Thrust
7-9: Fusion Cannon
10-12: Hvy Neutron Cannon
13-18: Aft Struct
19-20: PRIMARY Hit

WEAPON DATA

Hvy Neutron Cannon

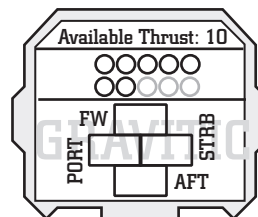
Class: Laser
Modes: R, P, S
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +3/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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

SIDE HITS

1-3: Port/Stb Thrust
4-8: Fusion Cannon
9-11: Hvy Neutron Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit



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

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

