

Minbari Sharoon War Cruiser

SPECS

Class: Capital Ship
In Service: 1645
Point Value: 1240
Ramming Factor: 410
Jump Delay: 15 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

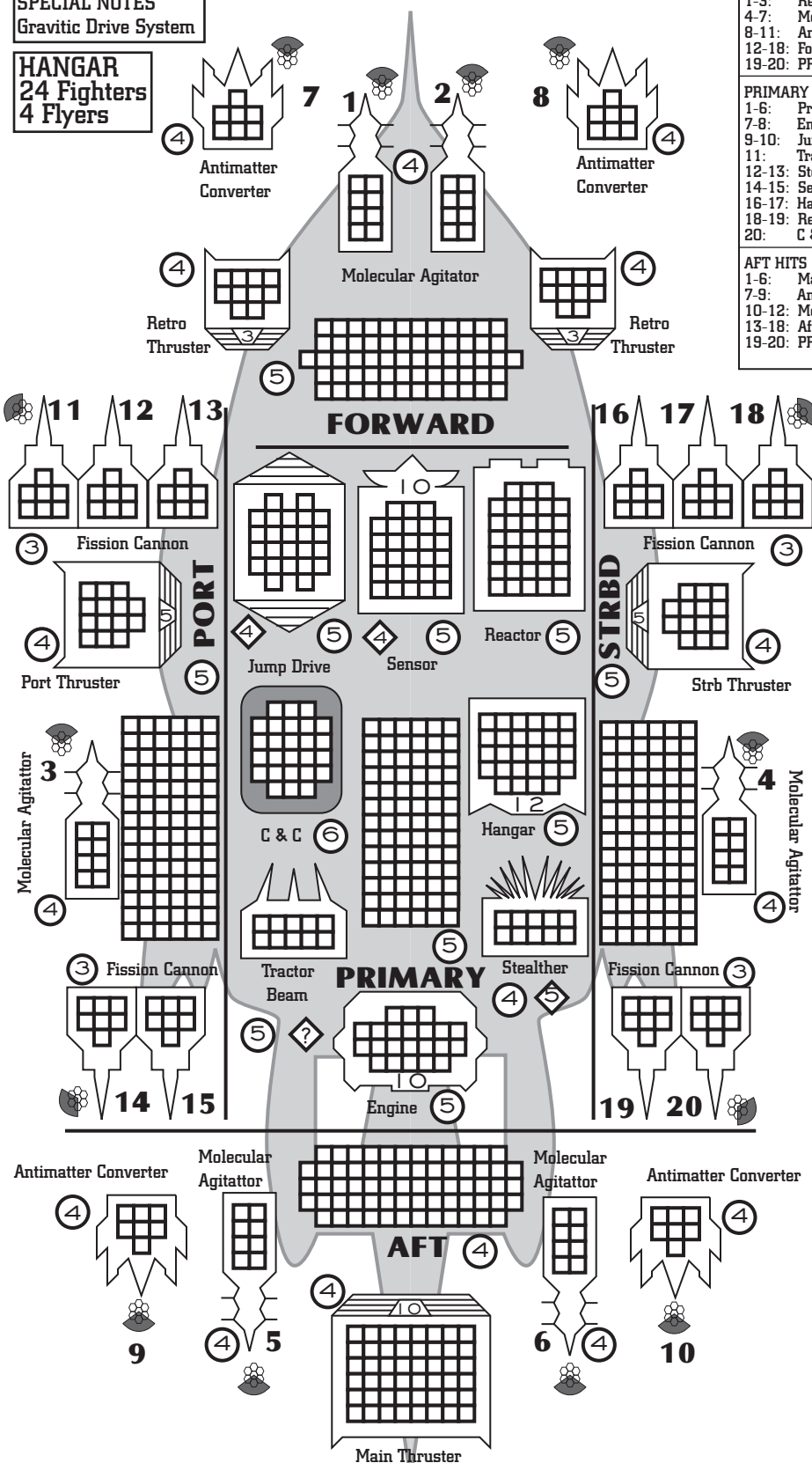
Fwd/Aft Defense: 15
Sth/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: -6
Initiative Bonus: +1

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

HANGAR
24 Fighters
4 Flyers



FORWARD HITS

1-3: Retro Thrust
4-7: Molecular Agitator
8-11: Antimatter Converter
12-18: Forward Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

AFT HITS

1-6: Main Thrust
7-9: Antimatter Converter
10-12: Molecular Agitator
13-18: Aft Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Sth Thrust
4-8: Fission Cannon
9-11: Molecular Agitator
12-18: Port/Sth Struct
19-20: PRIMARY Hit

WEAPON DATA

Molecular Agitator

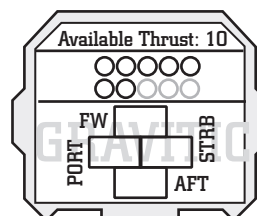
Class: Molecular
Modes: R, S
Damage: 2d10+20
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns
Special: Destroys 1 point of structure armor on facing side

Antimatter Converter

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

Fission Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+7
Range Penalty: -3 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn



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

STEALTH SYSTEM

As long as the Stealth System is powered and operational, all enemy weapons firing vs this ship are considered to have range penalties 1 step worse than their actual ones.

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

