

Minbari Delaros Class Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 1192	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 12 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +7
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 2 3 4 4 5 6 6 7 8 8	

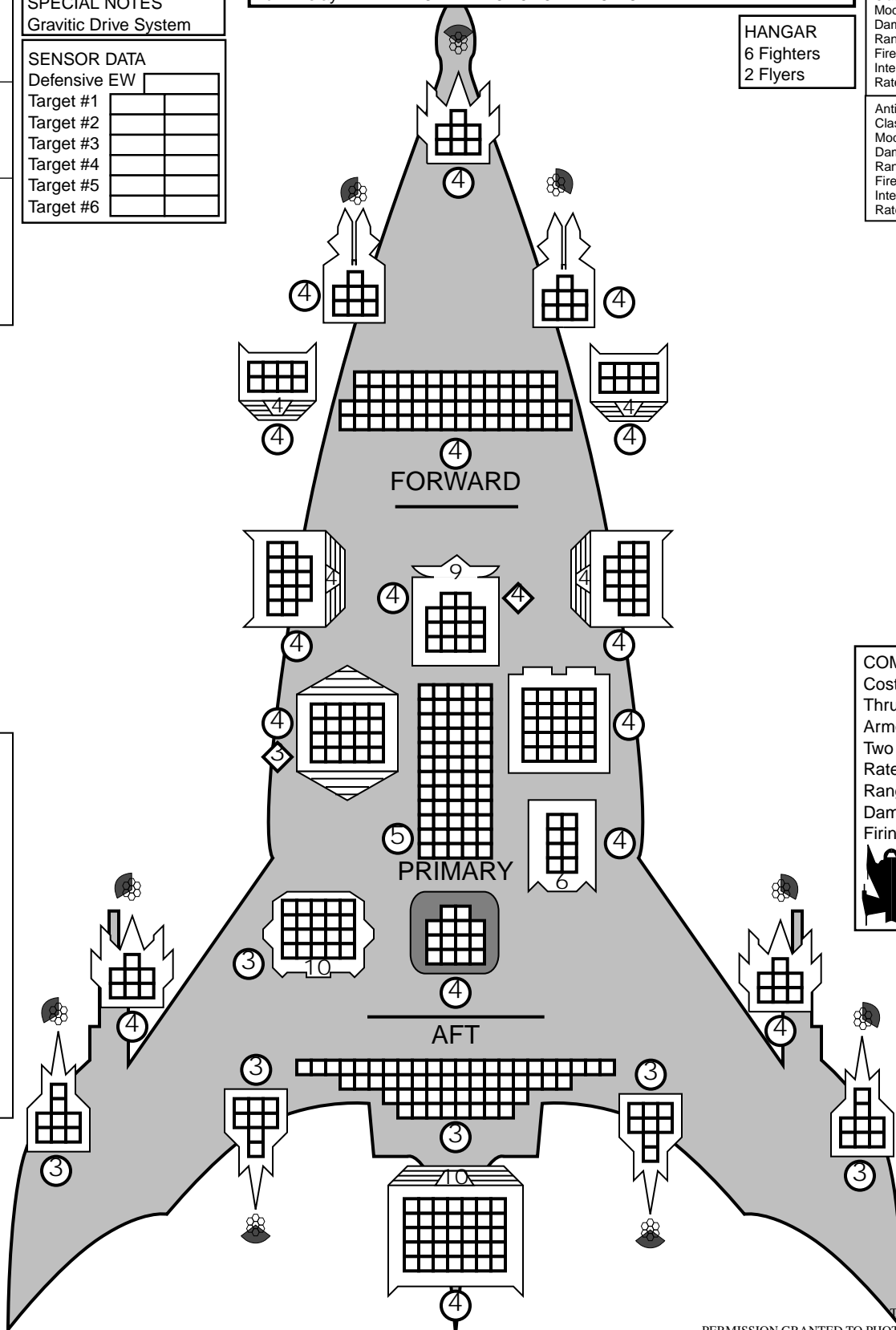
WEAPON DATA	
Molecular Accelerator Cannon	
Class: Matter	
Modes: Standard	
Damage: 2d10+9	
Range Penalty: -1 per 3 hexes	
Fire Control: +5/+4/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
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	

FORWARD HITS
1-3: Retro Thrust
4-5: Antimatter Convertor
6-9: Mol Accelerator
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Antimatter Convertor
10-12: Fusion Cannon
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10-11: Port/Stb Thrust
12: Jump Engine
13-14: Sensors
15-16: 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
6 Fighters
2 Flyers

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Fusion Cannon
	Molecular Accelerator Cannon
	Antimatter Converter



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	