

Minbari Sharan War Cruiser

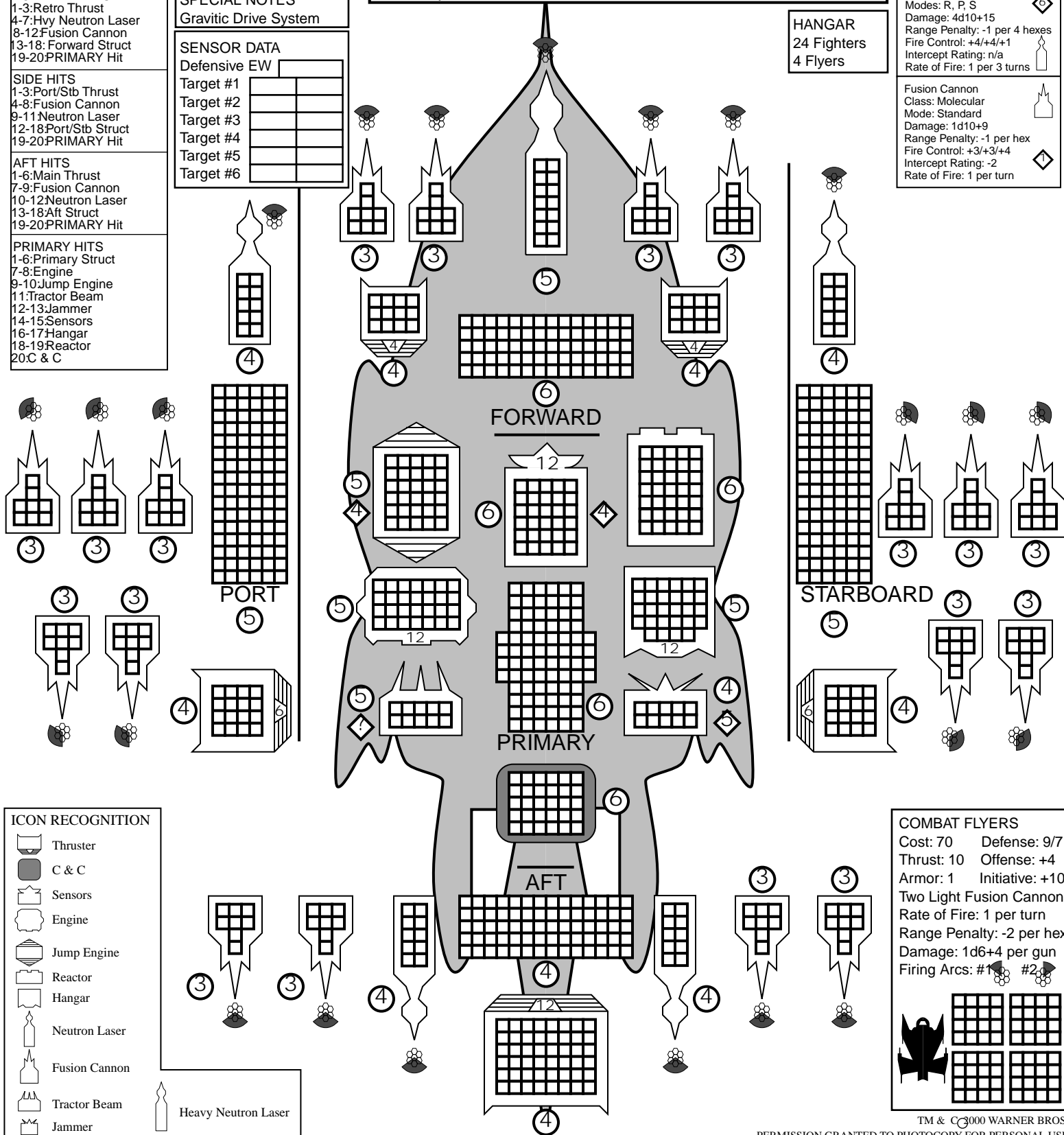
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 15
In Service: 2238	Turn Delay: 1 x Speed	Stb/Port Defense: 19
Point Value: 1825	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 4/1
Ramming Factor: 440	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +1
Speed 1 2 3 4 5 6 7 8 9 10 11 12		
Turn Cost 2 3 4 6 7 8 10 11 12 14 15 16		
Turn Delay 1 2 3 4 5 6 7 8 9 10 11 12		

WEAPON DATA
Heavy Neutron Laser Class: Laser Modes: R, P, S(3) Damage: 6d10+30 Range Penalty: -1 per 5 hexes Fire Control: +4/+3/- Intercept Rating: n/a Rate of Fire: 1 per 5 turns
Neutron Laser Class: Laser Modes: R, P, S Damage: 4d10+15 Range Penalty: -1 per 4 hexes Fire Control: +4/+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

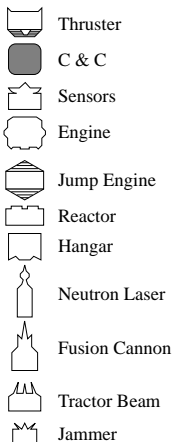
FORWARD HITS
1-3: Retro Thrust
4-7: Hvy Neutron Laser
8-12: Fusion Cannon
13-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-8: Fusion Cannon
9-11: Neutron Laser
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Fusion Cannon
10-12: Neutron Laser
13-18: Aft 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

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
24 Fighters
4 Flyers



ICON RECOGNITION



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

