

Minbari Socartia Class Patrol Cruiser

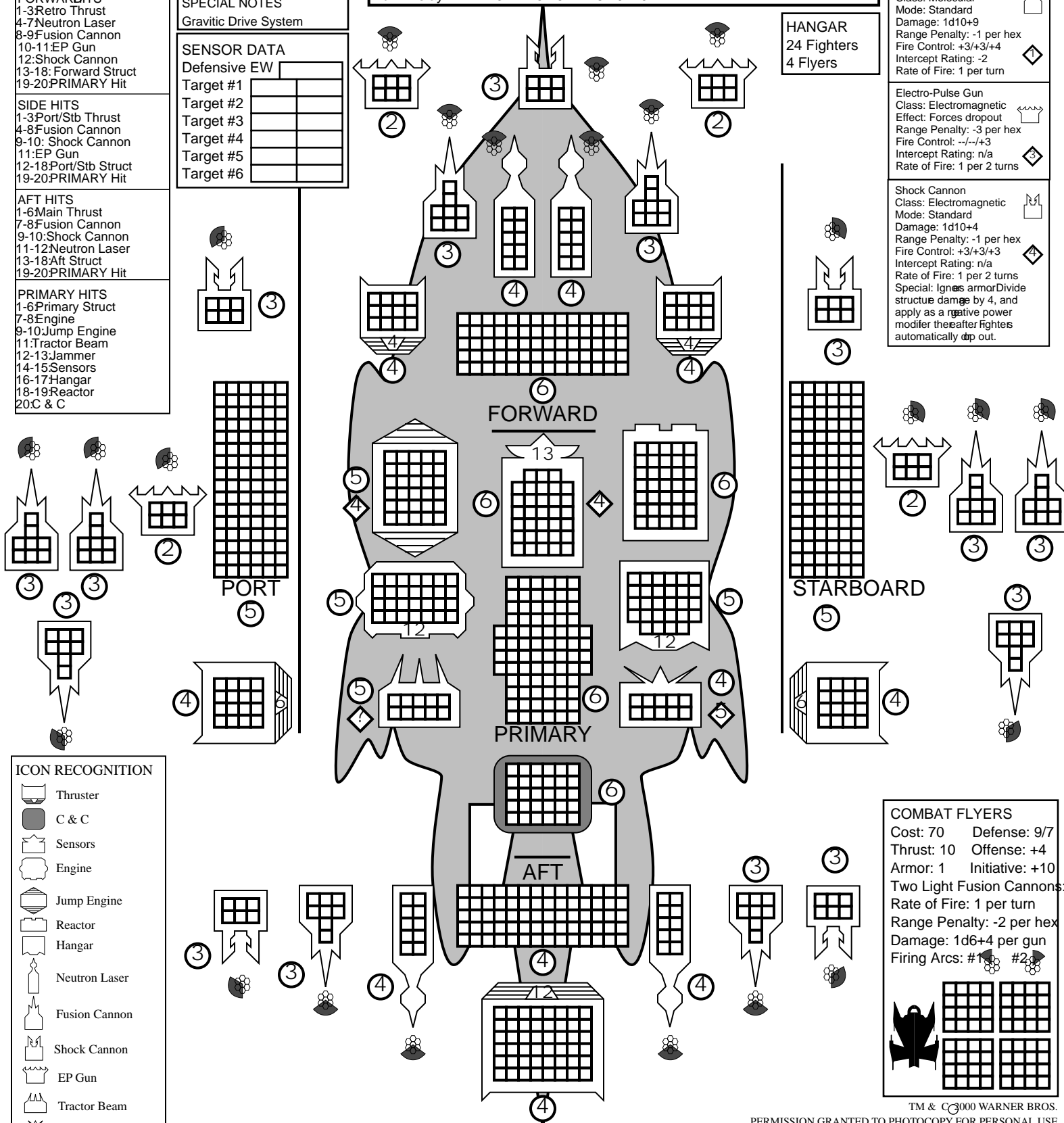
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 15
In Service: 2251	Turn Delay: 1 x Speed	Stb/Port Defense: 19
Point Value:	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 4/1
Ramming Factor:	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 5 6 7 8 9 10 11 12 14 15 16	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
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
Electro-Pulse Gun Class: Electromagnetic Effect: Forces dropout Range Penalty: -3 per hex Fire Control: -/-/+3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Shock Cannon Class: Electromagnetic Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+4 Intercept Rating: n/a Special: Ignores armorDivide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.

FORWARBITS
1-3Retro Thrust
4-7Neutron Laser
8-9Fusion Cannon
10-11EP Gun
12:Shock Cannon
13-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-3Port/Stb Thrust
4-8Fusion Cannon
9-10: Shock Cannon
11:EP Gun
12-18:Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-8Fusion Cannon
9-10:Shock Cannon
11-12:Neutron Laser
13-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-6Primary Struct
7-8Engine
9-10Jump 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

	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Neutron Laser
	Fusion Cannon
	Shock Cannon
	EP Gun
	Tractor Beam
	Jammer

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

