



Minbari Sol'Hara Advanced War Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2263	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 10 Turn	Roll Cost: 4+4 Thrust	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	

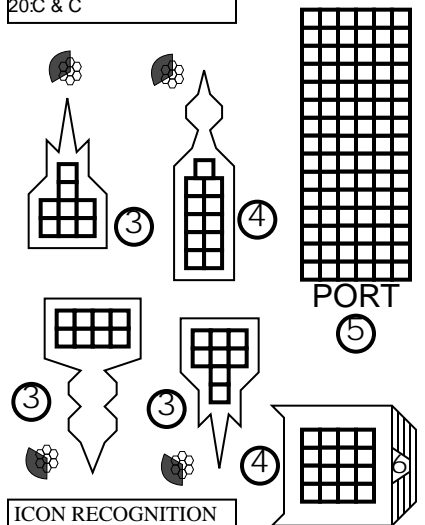
WEAPON DATA	
Neutron Laser (Impr.)	
Class: Laser	◆
Modes: R, P, S(3)	
Damage: 4d10+18	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+4/+1	
Intercept Rating: n/a	🔥
Rate of Fire: 1 per 3 turns	
Fusion Cannon	🔥
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+2	◆
Intercept Rating: -2	
Rate of Fire: 1 per turn	

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

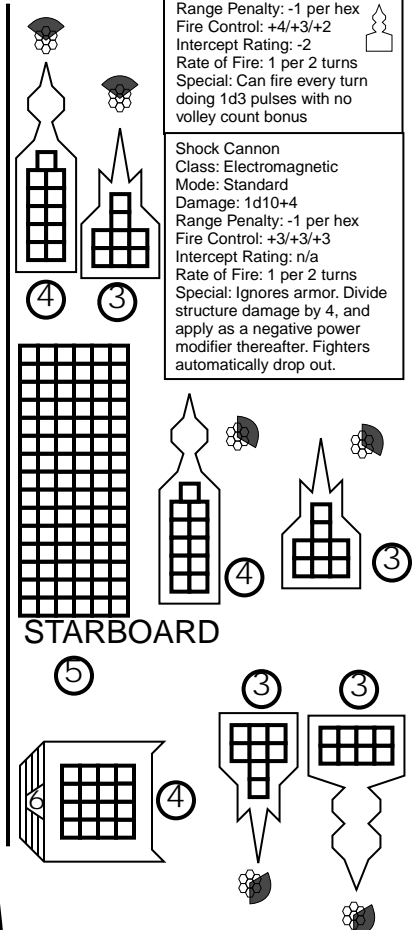
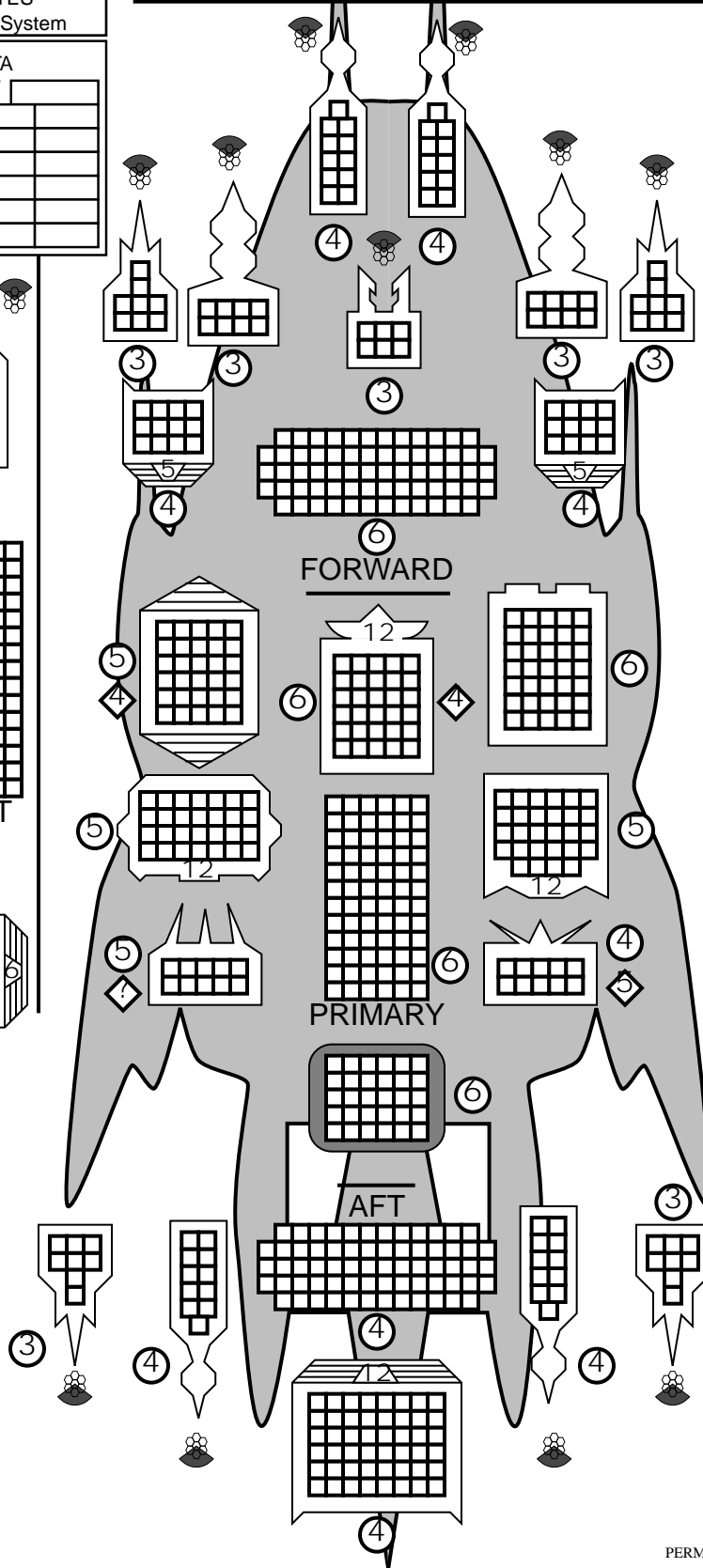
SPECIAL NOTES	
Gravitic Drive System	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
24 Fighters
4 Flyers

Molecular Pulsar	◆
Class: Molecular	
Mode: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 7	
Grouping Range: +1 per 3	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	🔥
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Special: Can fire every turn doing 1d3 pulses with no volley count bonus	
Shock Cannon	
Class: Electromagnetic	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Impr. Neutron Laser
	Fusion Cannon
	EP Gun
	Tractor Beam
	Jammer
	Molecular Pulsar



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	