



Minbari Suratol Class Cruiser



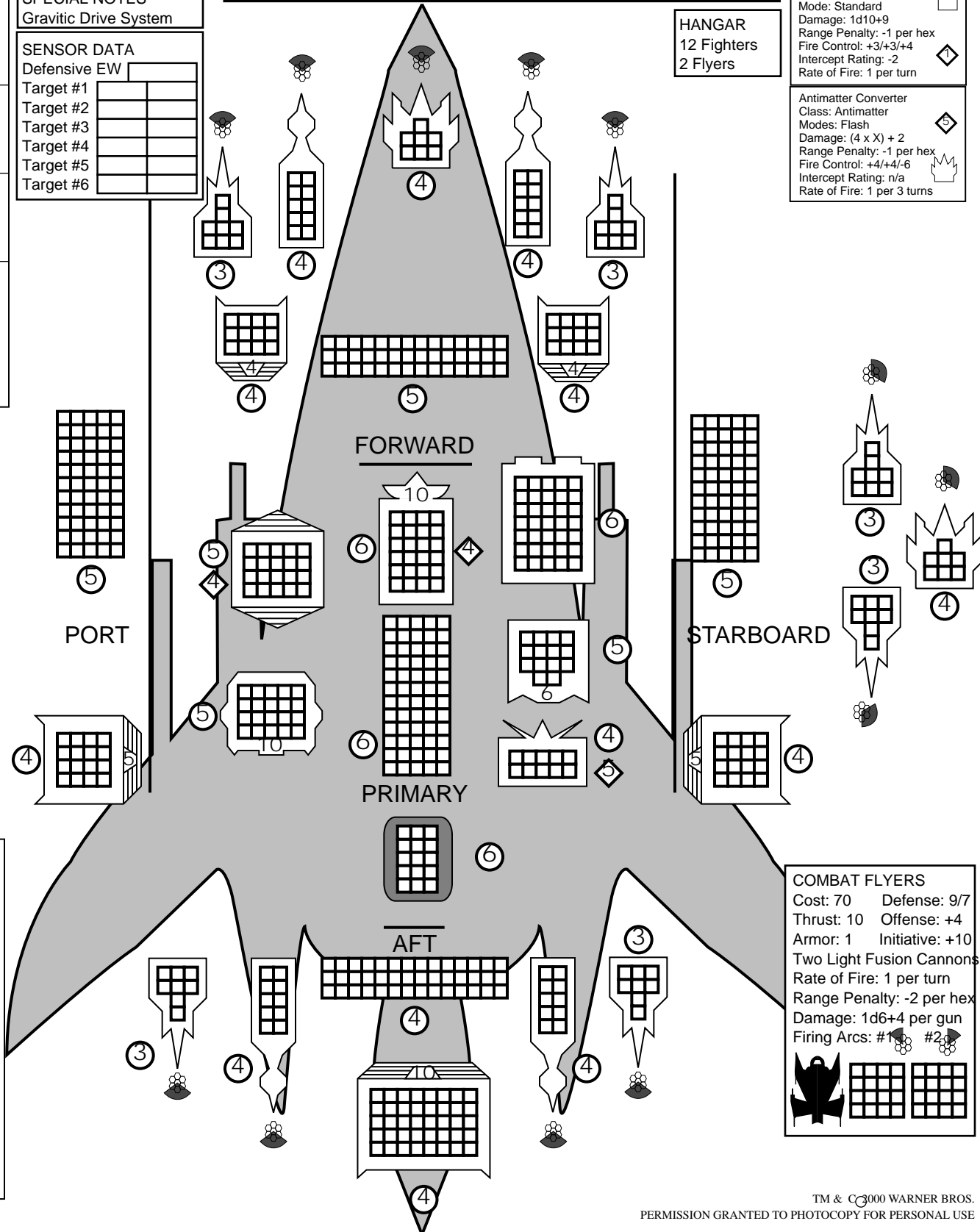
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2001	Turn Delay: 2/3 Speed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 11 Turns	Roll Cost: 3+3 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 2 3 4 4 5 6 6 7 8 8	

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	
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	

FORWARBITS
1-3 Retro Thrust
4-7 Neutron Laser
8-10 Fusion Cannon
11 Antimatter Converter
12-18 Forward Struct
19-20 PRIMARY Hit
SIDE HITS
1-3 Port/Stb Thrust
4-8 Fusion Cannon
9-11 Antimatter Converter
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
12 Fighters
2 Flyers



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Neutron Laser
	Fusion Cannon
	Antimatter Converter
	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	