

# Minbari Shar'zha Advanced Warcruiser

## SPECS

Class: Capital Ship  
In Service: 2268  
Point Value: 2500  
Ramming Factor: 440  
Jump Delay: 10 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 5+5 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15 (13)  
Stb/Port Defense: 19 (17)  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +2

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	13
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

24 Fighters  
4 Flyers

## 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

## 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

## 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

## 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: Impr. Neutron Laser  
8-11: Molecular Pulsar  
12: EP Gun  
13-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-6: Molecular Pulsar  
7-8: Fusion Cannon  
9-11: Impr. Neutron Laser  
12: EM Shield  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Molecular Pulsar  
10-12: Impr. Neutron Laser  
13-14: EM Shield  
15-18: 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

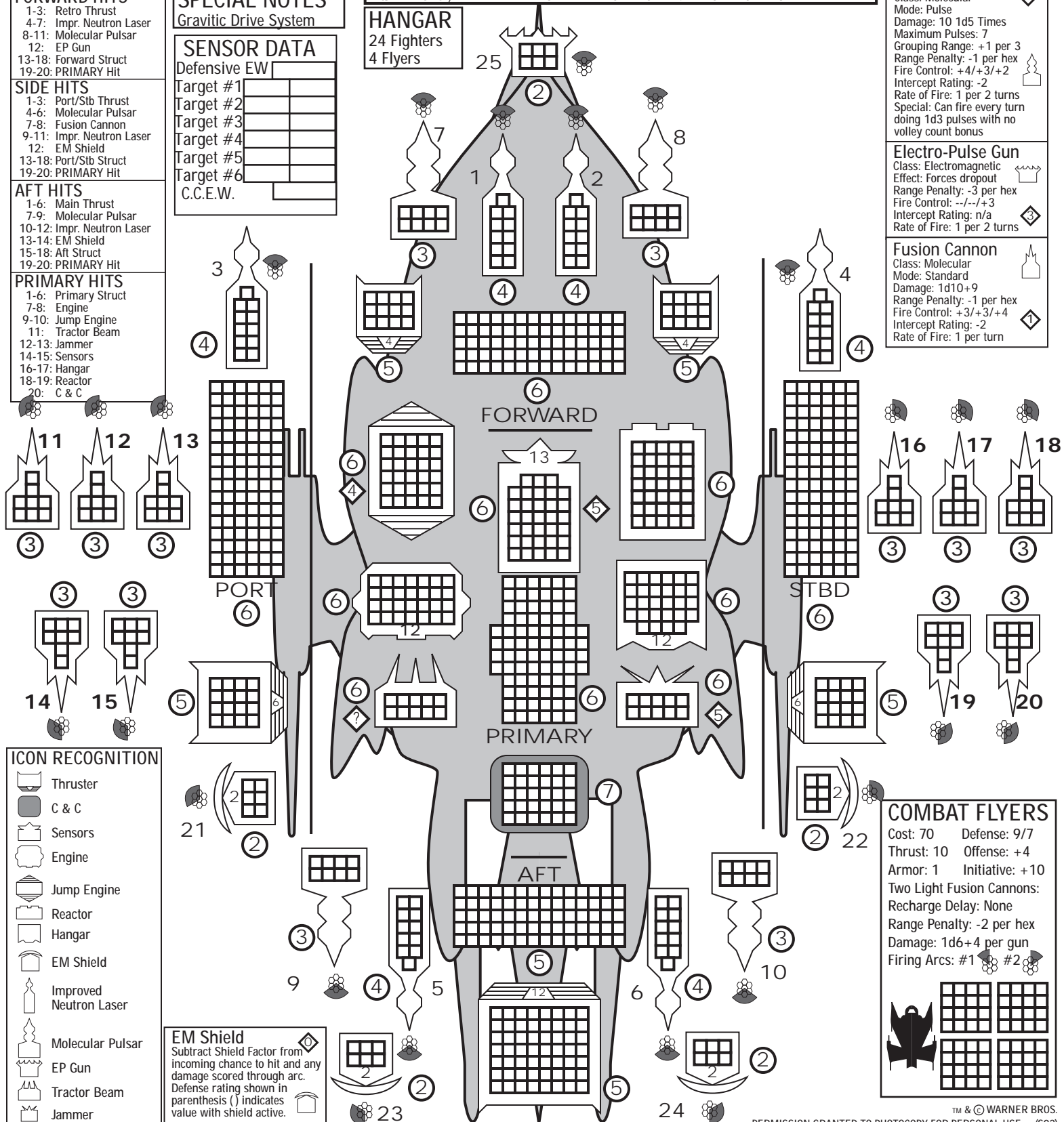
Target #3

Target #4

Target #5

Target #6

C.C.E.W.



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Shield
- Improved Neutron Laser
- Molecular Pulsar
- EP Gun
- Tractor Beam
- Jammer

## EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

## COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Recharge Delay: None  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2

