

Version 1: 2E/SF

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Minbari Sharlotha War Cruiser

## SPECS

Class: Capital Ship  
 In Service: 2160  
 Point Value: 1900  
 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  
 Stb/Port Defense: 19  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 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

**Neutron Lance**  
 Class: Laser  
 Modes: Sustained  
 Damage: 5d10+30  
 Range Penalty: -1 per 5 hexes  
 Fire Control: +4/+4/+1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
 Can fire as two neutron lasers at the same or different targets.

**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

**HANGAR**  
 24 Fighters  
 4 Flyers

**FORWARD HITS**  
 1-3: Retro Thrust  
 4-7: Neutron Lance  
 8-11: Fusion Cannon  
 12: EP Gun  
 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

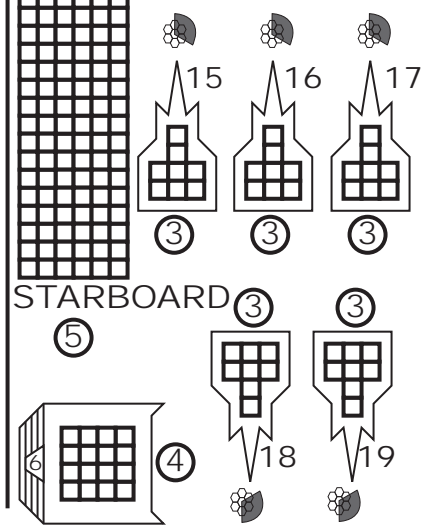
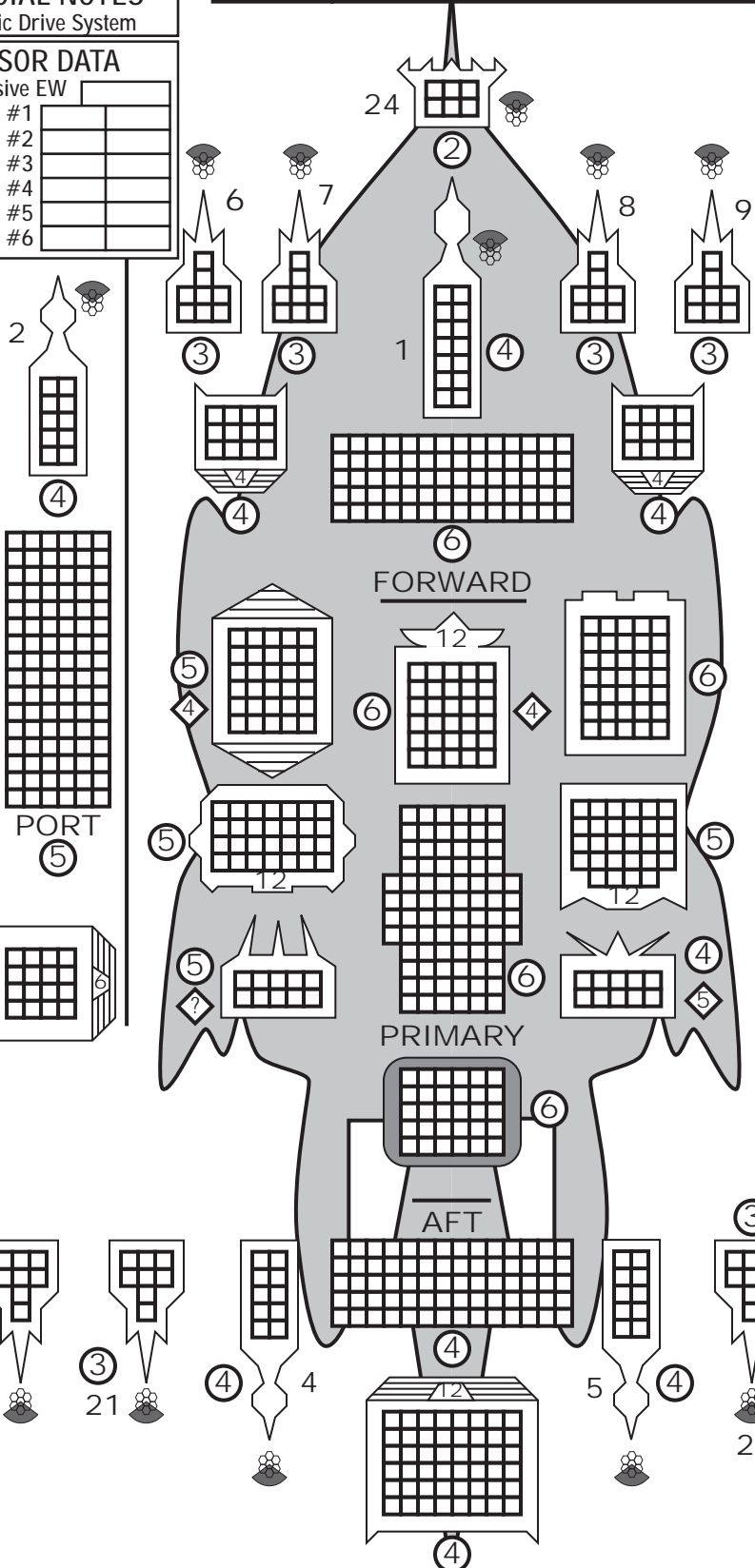
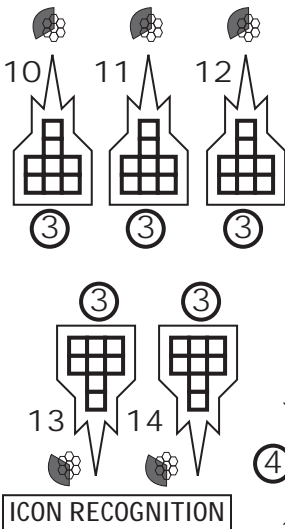
**PRIMARY HITS**  
 1-6: Primary Struct  
 7-8: Engine  
 9-10: Jump Engine  
 11: Tractor Beam  
 12-13: Jammer  
 14-15: Sensors  
 16-17: Hangar  
 18-19: Reactor  
 20: C & C

**SPECIAL NOTES**  
 Gravitic Drive System

**SENSOR DATA**

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



**ICON RECOGNITION**

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Lance
- Neutron Laser
- Fusion 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