

Name: Sharlin Class Warcruiser
 Type: Minbari Federation "Sharlin" Class War Cruiser
 Scale: Capital
 Length: 1,600 Meters
 Skill: Capital Ship Piloting: Sharlin Class
 Crew: 190, skeleton 30/ +15
 Passengers/Troops: 8,000
 Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
 Consumables: 5 Years
 Cargo Capacity: 28,000 Tons
 Hyperdrive Multiplier: X1
 Hyperdrive Backup: X8
 Nav Computer: Yes
 Space: 7
 Maneuverability: 1D
 Hull: 9D
 Shields: 0D
 Sensors:
 Passive: 70/2D
 Scan: 140/3D
 Search: 210/4D
 Focus: 5/5D

Fighters: 15
 Transports: 4



Weapons:

- 42 Electro Pulse Cannons
 - Scale: StarFighter
 - Fire Arc: 10 Front, 11 Left, 11 Right, 10 Back
 - Fire Control: 3D
 - Space: 1-5/15/30
 - Atmosphere Range: 100-500/1.5/3
 - Damage: 4D
- 18 Gravitic Neutron Cannons
 - Scale: Capital
 - Fire Arc: 12 Front, 6 Back
 - Fire Control: 3D
 - Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 5D

18 Gravitic Fusion Beam Cannons

Scale: Capital

Fire Arc: 12 Front, 6 Back

Fire Control: 2D

Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 6D

24 EM Neutron Cannons (Ion)

Scale: Capital

Fire Arc: 18 Front, 6 Back

Fire Control: 4D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 4D

24 EM Fusion Beam Cannons (Ion)

Scale: Capital

Fire Arc: 16 Front, 8 Back

Fire Control: 3D

Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 5D

1 Anti Matter Cannon

Scale: Capital

Fire Arc: Front

Fire Control: 2D

Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 8D

4 Missile Launchers

Scale: Capital

Fire Arc: Front

Fire Control: 2D

Space: 1-3/7/14

Atmosphere Range: 2-6/14/28km

Damage: 9D

Sensor Stealth System

Scale: All

Fire Arc: All

Fire Control: /

Space: /

Atmosphere Range: /

Damage: +10 to difficulty to detect vessel, -2D fire control

Description: Also commonly known as the Minbari War Cruiser, the Sharlin class is very large, being 1600 meters long and about 1900 meters tall.

Sharlin class ships use a gravitic drive system, which is used to provide artificial gravity. An artificial singularity and fusion reactors provide power for this type of vessel. The Sharlin class is very well armed, having gravitic neutron and fusion cannons, as well neutron and fusion guns, electro-pulse guns, a missile launcher, and an antimatter cannon. The ship also makes use of stealth technology which allows it to become effectively invisible to sensor and targeting systems.

These ships can hold up to 8000 people. In peacetime the Sharlin class ships only have the 190 person regular crew. In combat situations there can be 60 additional combat personnel, such as pilots, gunners, and other support officers, and about 8000 ground troops. The low crew requirement is due to the advanced computer system in place. The Valen'tha-a specially equipped Sharlin class-is home to the Grey Council, the leaders of the Minbari government.

The Sharlin class ships have a special holographic chamber. The chamber provides a complete 360 degree 3D image of the space around the ship. Normally it is used as a command center during battle situations. This chamber allows the commander to view the battlefield. A similar chamber is used by the Grey Council.

Among the younger races of the galaxy, the Sharlin class has no equals. During the Earth-Minbari war only few Sharlin class ships were lost, typically by ramming, while the Sharlin class inflicted heavy casualties on the humans. However, the Sharlin class was no match for the more advanced First Ones-the Shadows were able to destroy a number of Sharlin class ships during the course of the war with ease through the use of planet killer missiles and slicer beams.

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