

Starships D6 / Minbari Federation "Sharlin" Class War Cruiser

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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