Starships D6 / Minbari Federation "Sharlin" C



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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