

Sharlin Variant (Uncommon)

Version 2: 2E/SF

Name: _____

Counter: _____



Minbari Sharaal War Cruiser

SPECS

Class: Capital Ship
In Service: 1999
Point Value: 1600
Ramming Factor: 430
Jump Delay: 12 Turns

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

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
Power Shortage: -2
Initiative Bonus: +1

WEAPON DATA

Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

Antimatter Converter
Class: Antimatter
Modes: Flash
Damage: (4 x X) + 2
Range Penalty: -1 per hex
Fire Control: +4/+4/-6
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

FORWARD HITS

1-5: Retro Thrust
6-8: Molecular Disruptor
9-11: Antimatter Converter
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-8: Fusion Cannon
9-11: Molecular Disruptor
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Molecular Disruptor
10-12: Antimatter Converter
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

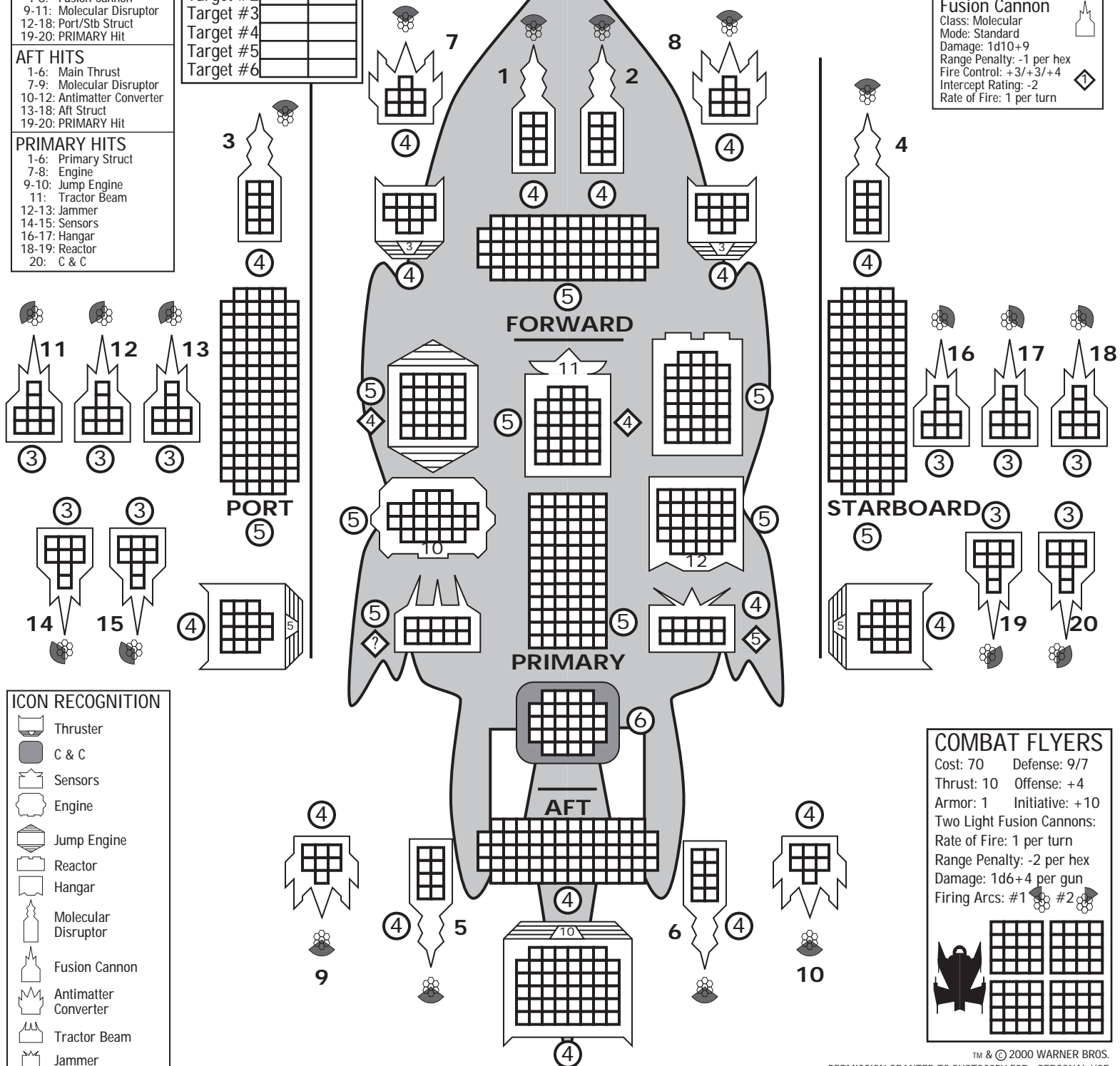
Target #5

Target #6

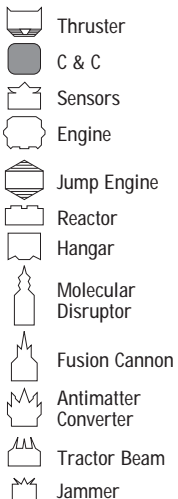
HANGAR

24 Fighters

4 Flyers



ICON RECOGNITION



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

