

Version 3: 2E/SF

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

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



# Minbari Sharlin War Cruiser

## SPECS

Class: Capital Ship  
In Service: 2058  
Point Value: 1825  
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 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

## FORWARD HITS

1-3: Retro Thrust  
4-7: Neutron Laser  
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

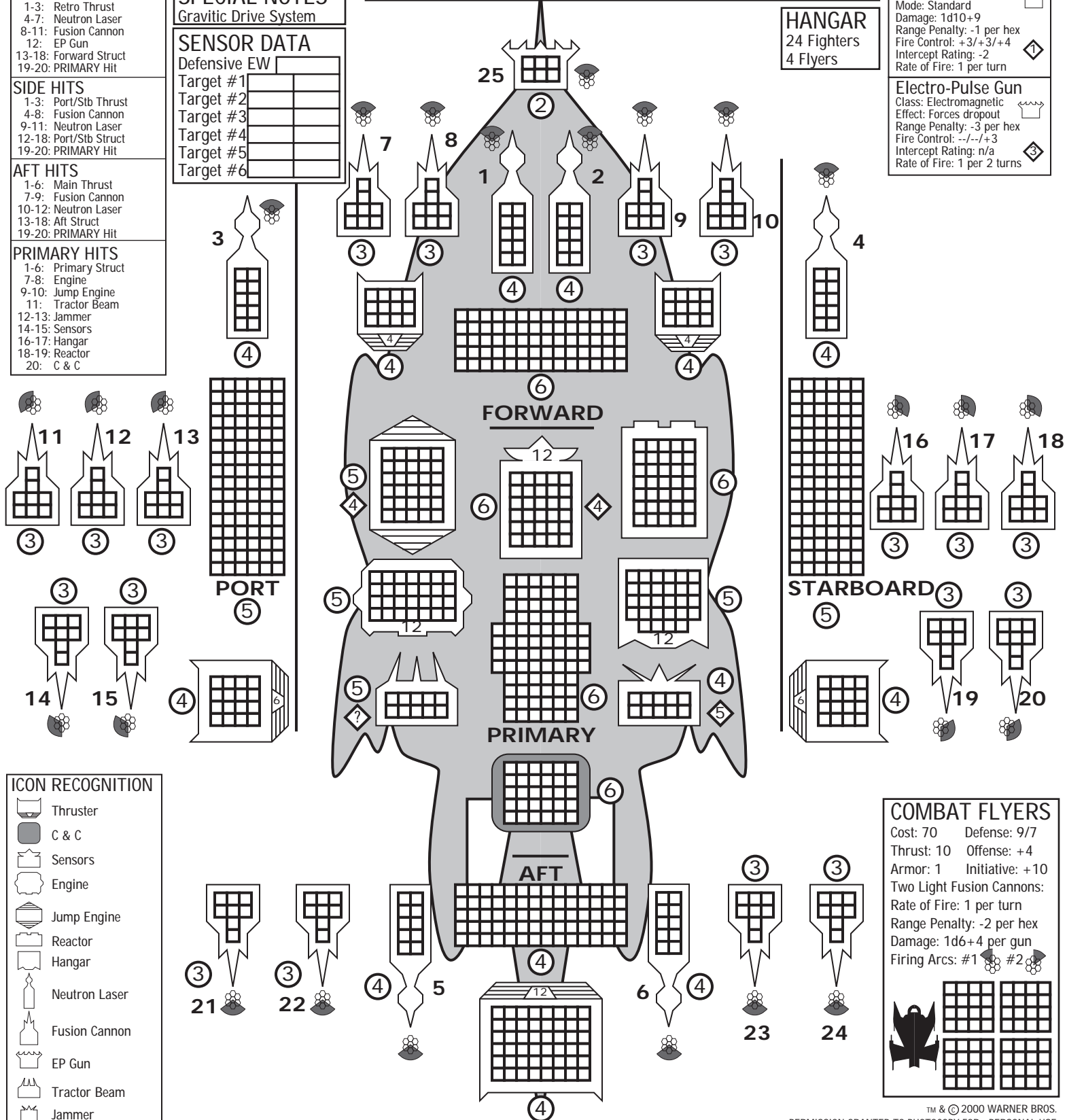
Target #5

Target #6

## HANGAR

24 Fighters

4 Flyers



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- 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

