SHARLIN WAR CRUISER

GENERAL DATA
Race: Minbari Federation
Year: 2058
Availability: Common
Point Value: 560
Command R/C: 10/4

OPERATIONAL DATA
Category: 5
Defensive Rating: 11
Armor: 6/5/4
Sensors: 12
Fire Control: 3/1/0

CARRIER DATA
Flights Aboard: 4
Control Rating: 1

Maneuvering Damage (5E)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	6	5	5	4	3	2	2	1
1	5	4	4	3	2	1	2	1
2	4	3	3	2	1	1	2	1
3	3	2	2	1	1	--	1	1
4	2	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	--

NOTES
Equipped With:
Stealth Suite
Jammer

INTERCEPTORS
Pin Point Rating: 5
Assist Rating: 0
Volley Rating: 6
Intercept Die: d10

ANTI-FIGHTER
Strafe AF: 6
Strafe AF Assist: 0
Stand-Off AF: 5
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Maneuver: ⑤④③②①⓪●●●●●●

Structural Damage
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (3): ○○○
FCD (2): ○○●
FCD (1): ○●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①②③④④
Fusion Cannon: ①②③④⑤⑥⑦⑧⑨⑩
EP Gun: ①

Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥●●●
Anti-Fight: ①②③④⑤⑥●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Maneuver: ⑤④③②①⓪●●●●●●

Structural Damage
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (3): ○○○
FCD (2): ○○●
FCD (1): ○●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①②③④④
Fusion Cannon: ①②③④⑤⑥⑦⑧⑨⑩
EP Gun: ①

Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥●●●
Anti-Fight: ①②③④⑤⑥●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Maneuver: ⑤④③②①⓪●●●●●●

Structural Damage
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (3): ○○○
FCD (2): ○○●
FCD (1): ○●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①②③④④
Fusion Cannon: ①②③④⑤⑥⑦⑧⑨⑩
EP Gun: ①

Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥●●●
Anti-Fight: ①②③④⑤⑥●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Maneuver: ⑤④③②①⓪●●●●●●

Structural Damage
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○○○○○ ●●●●● ●●●●●
○○○○○ ○●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ●●●●●●●
Proj. #1: ●●●●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

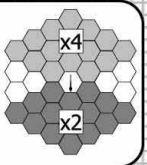
Notes:

FCD Damage
FCD (3): ○○○
FCD (2): ○○●
FCD (1): ○●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①②③④④
Fusion Cannon: ①②③④⑤⑥⑦⑧⑨⑩
EP Gun: ①

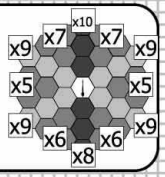
Interceptor/Anti-Fighter Damage
Intercept: ①②③④⑤⑥●●●
Anti-Fight: ①②③④⑤⑥●●●

TYPE: LASER
RANGE: 9/18/27/41
TRAVERSE: 4
DELAY: 4
DAMAGE: 4d10+1
MAX X: 4
VUL: 1 (G/D)



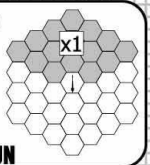
NEUTRON LASER

TYPE: MOLECULAR
RANGE: 3/6/9/14
TRAVERSE: 2
DELAY: 1
DAMAGE: d8+1
MAX X: 10
VUL: 1 (G/D)



FUSION CANNON

TYPE: EM (Fighter Killer)
RANGE: 1/2/3/5
TRAVERSE: 1
DELAY: 1
DAMAGE: d4
MAX X: 1
VUL: 3 (G/D)



ELECTRO-PULSE GUN

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