

# Sharlin Variant (Rare)

Version 1: 2E/Babcom

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



## Minbari Shar'zha Advanced Warcruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 15 (13)
In Service: 2268	Turn Delay: 1 x Speed	Stb/Port Defense: 19 (17)
Point Value: 3000	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 4/1
Ramming Factor: 440	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +2
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 (Impr.)	◆
Class: Laser	
Modes: R, P, S(3)	
Damage: 4d10+18	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+4/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

Molecular Pulsar	
◆	
Class: Molecular	
Mode: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 7	
Grouping Range: +1 per 3	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Special: Can fire every turn doing 1d3 pulses with no volley count bonus	

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	

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
1-3: Retro Thrust
4-7: Impr. Neutron Laser
8-11: Molecular Pulsar
12: EP Gun
13-18: Forward Struct
19-20: PRIMARY Hit

SPECIAL NOTES
Restricted Deployment (10%)
Gravitic Drive System

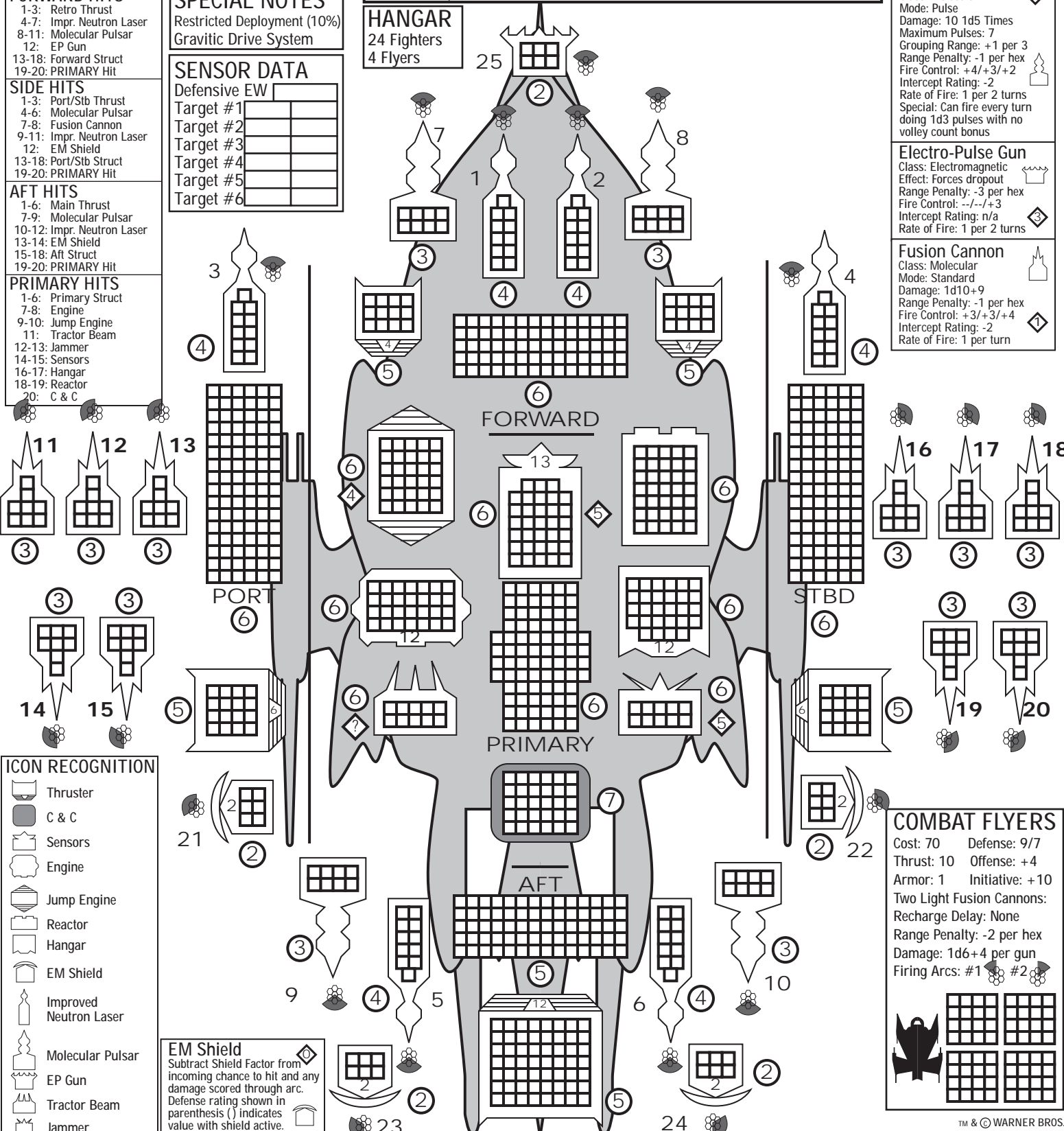
SIDE HITS
1-3: Port/Stb Thrust
4-6: Molecular Pulsar
7-8: Fusion Cannon
9-11: Impr. Neutron Laser
12: EM Shield
13-18: Port/Stb Struct
19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

AFT HITS
1-6: Main Thrust
7-9: Molecular Pulsar
10-12: Impr. Neutron Laser
13-14: EM Shield
15-18: 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

HANGAR
24 Fighters
4 Flyers



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	EM Shield
	Improved Neutron Laser
	Molecular Pulsar
	EP Gun
	Tractor Beam
	Jammer

EM Shield
◆
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis ( ) indicates value with shield active.

COMBAT FLYERS	
Cost: 70	Defense: 9/7
Thrust: 10	Offense: +4
Armor: 1	Initiative: +10
Two Light Fusion Cannons:	
Recharge Delay: None	
Range Penalty: -2 per hex	
Damage: 1d6+4 per gun	
Firing Arcs: #1 #2	