



Introduction

This document contains technical schematics and other related information on the various Minbari vessels from *Babylon 5*, as rendered in *Orbiter*. The accompanying descriptions are largely taken from the [B5 Technical Manual](#) along with bcelestia's own notes, with spelling and grammar fixes where necessary.

Capital ships



Class: *Morshin*

Type: Carrier

Length: 1,000 meters (approx.)

Mass: Unknown

Crew: Unknown

Troops: Unknown

Fighters: 48 *Nial* fighter craft, 2 flyers

Power: Unknown

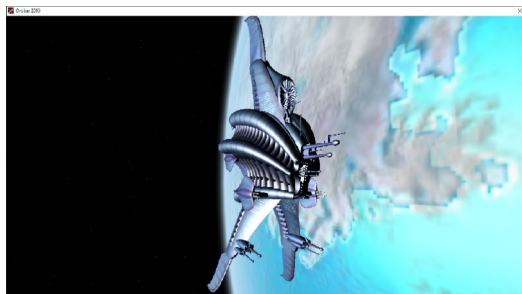
Duration: Unknown

Weapons: Molecular disruptors, fusion cannons

Defences: Gravitic tractor beam projectors, Minbari stealth device (sensor disruption generator)

Unlike Earth carriers, this ship is not intended for combat missions. Instead, it serves a fleet support role, carrying replacement fighters. It can carry 4 full squadrons, but these normally consist of training or replacement formations,

rather than operational units. While it can be equipped with fully operational squadrons, this is rarely done as such a thing is considered a violation of Minbari war doctrine. The *Morshin*-class has been in service since 2022 and possesses enough armament for defence against light opposition and fighters. Though one of the less powerful Minbari ships, it is still not to be taken lightly. Rumours abound of variants in service.



Class: *Sharlin*

Type: War cruiser

Length: 1,600 meters (approx.)

Mass: 44.4 million metric tons

Crew: 190

Troops: 8,000

Fighters: 15 *Nial* fighter craft

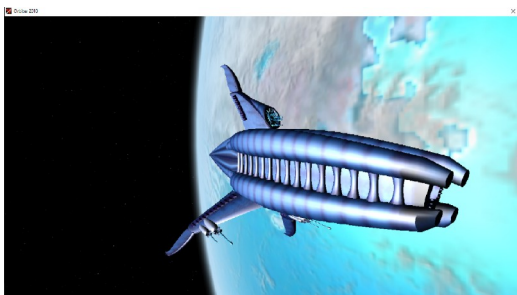
Power: 1 quantum singularity, 8 fusion reactors

Duration: 20 years

Weapons: 18 gravitic neutron cannons, 18 gravitic fusion beam cannons, 24 EM neutron guns, 24 EM fusion beam guns, 42 electro-pulse guns, 4 missile launcher, 1 antimatter cannon, optional mass driver

Defences: 10 meter reinforced poly-crystalline armour, 42 tractor beams, Minbari stealth device, gravitic defense shield grid

The *Sharlin*-class war cruiser is the largest and most powerful ship in the Minbari Navy, capable of laying waste to cities, infrastructure and the habitable surface of a planet in less than an hours time. Controlled by all of the three ruling casts in Minbari culture (warrior, religious, and worker), the *Sharlin*-class war cruiser can be sent into almost any tactical situation on a moments notice.



Class: *Tinashi*

Type: War frigate

Length: 869 meters

Mass: 8.76 million metric tons

Crew: 110

Troops: 800

Fighters: N/A

Power: 1 quantum singularity, 4 fusion reactors

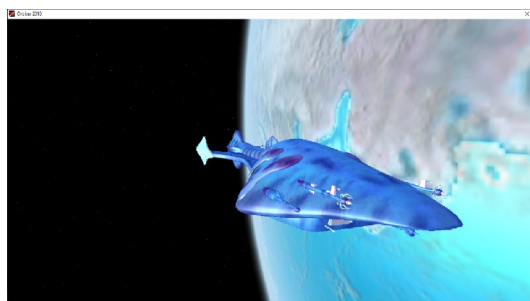
Duration: 20 years

Weapons: 4 gravitic neutron cannons, 8 fusion beam cannons, 4 electro-pulse guns. 2 missile launchers, 1 antimatter cannon

Defences: 8 meter reinforced poly-crystalline armour, 6 gravitic tractor beam projectors, Minbari stealth device, gravimetric defense grid

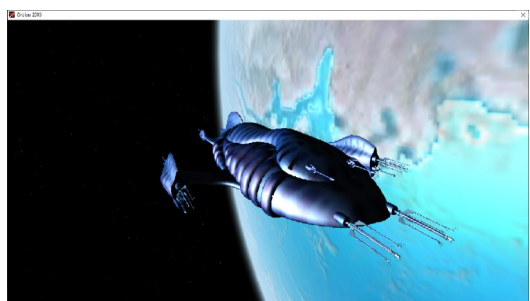
The *Tinashi*-class war frigate is a modified version of the *Tinash-Haza*-class war cruisers that served the Minbari during the First Shadow War. Most of the *Tinash-*

Haza-class vessels used in the First Shadow War were destroyed or decommissioned over the course of their nearly five hundred year long service to the Minbari people. No *Tinash-Haza*-class vessels have served since about 1600 CE.



**Class: *Torotha*
Type: Assault frigate
Length: 869 meters (?)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown
Power: Unknown
Duration: Unknown
Weapons: Fusion cannons, molecular disruptors
Defences: Unknown**

The *Torotha*-class assault frigate is a typical Minbari troop carrier, and is unusually small by Minbari standards. This small size means a larger number of units is needed compared to the more capable transports of other civilizations, but the survivability of multiple platforms and the flexibility of sending the exact-sized force desired is seen as more valuable. The weapons array is somewhat out of date, with fusion cannon arcs on all sides for protection and obsolescent molecular disruptors mounted forward. The short range and high firepower of these weapons is an odd match for a ship intended to avoid direct combat, and break contact if engaged. The ship possesses some degree of atmospheric capability, and variants are known to exist.

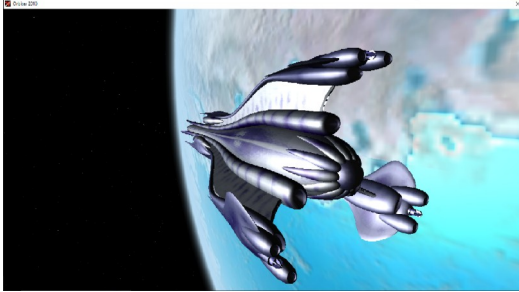


**Class: *Troligan*
Type: Cruiser
Length: 1,000 meters (approx.)
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: 2 flyers
Power: Unknown
Duration: Unknown
Weapons: Heavy phasing pulse cannons, fusion cannons
Defences: Gravitic tractor beam projectors, Minbari stealth device**

This ship is a less-than-successful experiment, intended to create a vessel capable of moving into the centre of an enemy formation and then, using its tractor beams, disrupt enemy movements and formations. It is poorly armed, but well protected with passive defences. Only a very small number of units are currently in service. The theory behind its design has not proved successful since 2166, when the

Troligan entered service, and construction ceased long ago. It is not really clear why they still remain in Minbari service, and some thought has been given to the idea of converting them to a more useful form. Indeed, rumours abound of variants in service to test concepts.

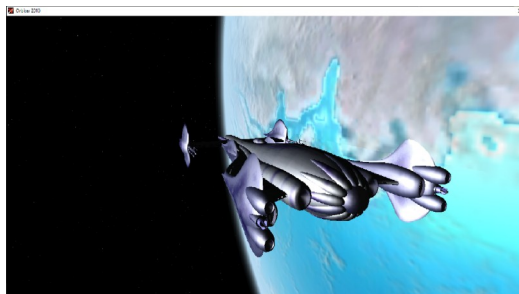
Fighter craft



Class: *Nial*
Type: Heavy fighter
Length: 22 meters
Mass: 63 metric tons
Crew: 1
Power: 1 antimatter cell, 1 micro-fusion reactor
Duration: 36 hours (standard)
Weapons: 3 heavy neutron guns
Defences: 5 centimetre reinforced poly-crystalline armour, 3 gravitic tractor beam projectors, Minbari stealth device

Minbari fighters, also known as "*Windstars*", are 22 meters long and carry one pilot. Their maximum speed is much greater than that of a Starfury, almost three times as fast with an acceleration rate of over 2.5 km/s/s. Beyond being substantially faster than an Earthforce Starfury, Windstars are significantly more manoeuvrable than their Earth Alliance counterpart. The Minbari fighters achieve this high level of performance through the use of the same type of gravity/energy principals incorporated into Minbari capital ships, combined with the use of highly advanced pressure suites.

Miscellaneous craft



Class: *Lintira* (a.k.a Flyer)
Type: Communications / scout ship
Length: 40 meters
Mass: 198 metric tons
Crew: 1
Power: 1 antimatter cell, 1 micro-fusion reactor
Duration: 72 hours (standard)
Weapons: 2 neutron guns
Defences: 5.8 centimetre reinforced poly-crystalline armour, 4 gravitic tractor beam projectors, Minbari stealth device

Minbari Flyers are very common Minbari transports, capable of both space and atmospheric flight. Most flyers can carry only one crewman, though larger classes of this vessel can carry several Minbari citizens.