

Minbari Federation - Raid				Name / Crew Quality																				
				Speed / Troops																				
Ashinata Heavy Escort				12			4			12			4											
Service date	2236+			Hull Damage																				
Hull	5			5			10			5			10											
Turns	2/45°			15			20			15			20											
Craft				25			30			25			30											
Special	Advanced Jump Point Flight Computer Stealth 4+			35			40			35			40											
WEAPON NAME				RANGE			AD			SPECIAL														
Boresight																								
Forward																								
Fusion Cannon	18	6	AP/MB/TL																					
Port																								
Fusion Cannon	18	6	AP/MB/TL																					
Starboard																								
Fusion Cannon	18	6	AP/MB/TL																					
Aft																								
Fusion Cannon	18	6	AP/MB/TL																					
Boresight (Aft)																								
Turret																								
				Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait																				
				Crew Casualties																				
				5			10			5			10											
				15			20			15			20											
				25			30			25			30											
				35			40			35			40											
				Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2																				
				CRITICAL HITS																				
1-2	ENGINE CRITICALS			Dam. Crew		Effect																		
1-2	POWER RELAYS DESTROYED			+0	+0	-1 SPEED																		
3-4	THRUSTERS DAMAGED			+1	+0	-2 SPEED																		
5	FUEL SYSTEM RUPTURED			+2	+1	-4 SPEED																		
6	ENGINES DISABLED			+3	+1	0 SPEED, NO SPECIAL ACTIONS																		
3	REACTOR CRITICALS			Dam. Crew		Effect																		
1-3	CAPACITORS DAMAGED			+0	+1	-2 SPEED																		
4-5	REACTOR GAS LEAK			+0	+3	NO SPECIAL ACTIONS																		
6	REACTOR EXPLOSION			+3	+4	0 SPEED, NO SPECIAL ACTIONS																		
4	WEAPON CRITICALS			Dam. Crew		Effect																		
1-3	TARGETING SYSTEM DAMAGED			+0	+1	ALL WEAPONS LOSE 1AD																		
4	POWER FLUCTUATIONS			+0	+0	ALL WEAPONS NEED 4+ TO FIRE																		
5	WEAPONS OFFLINE			+2	+2	NO FIRING 1 RANDOM ARC																		
6	CATASTROPHIC AMMO EXPLOSION			+3	+4	NO WEAPONS MAY FIRE																		
5	CREW CRITICALS			Dam. Crew		Effect																		
1-2	FIRE			+0	+2	-																		
3-4	MULTIPLE FIRES			+0	+3	-																		
5	LOCALIZED DECOMPRESSION			+1	+3	-																		
6	HULL BREACH			+2	+4	-																		
6	VITAL SYSTEMS CRITICALS			Dam. Crew		Effect																		
1	BRIDGE HIT			+0	+1	NO SPECIAL ACTIONS																		
2	ENGINEERING			+4	+3	NO DAMAGE CONTROL																		
3	WEAPONS CONTROL			+4	+4	NO FIRING 1 RANDOM ARC																		
4	SECONDARY EXPLOSIONS			+106	+106	-																		
5	REACTOR IMPLOSION			+206	+406	-																		
6	CATASTROPHIC EXPLOSION			406	+206	-																		
				VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																				