

Minbari Federation - Battle				Name / Crew Quality																															
Morshin Carrier				Speed / Troops																															
				8				4				8				4																			
Service date 1995+ Hull 4 Turns 2/45° Craft Flyer Flight (1) Nial Flight (8) Special Advanced Jump Point Carrier 4 Command +1 Fleet Carrier Flight Computer Stealth 5+				Hull Damage																															
				5				10				5				10				5				10											
WEAPON NAME				RANGE				AD				SPECIAL				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																			
Boresight				Crew Casualties																															
Forward				5				10				5				10				5				10											
Fusion Cannon				18				6				AP/MB				15				20				15				20							
Port				25				30				25				30				25				30											
Fusion Cannon				18				2				AP/MB				35				35				35				35							
Starboard				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																															
Fusion Cannon				18				2				AP/MB				CRITICAL HITS																			
Aft				5				10				5				10				5				10											
Fusion Cannon				18				4				AP/MB				1-2				ENGINE CRITICALS				Dam.				Crew				Effect			
Boresight (Aft)				1-2 POWER RELAYS DESTROYED +0 +0 -1 SPEED																															
Turret				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																															