

Minbari Federation - War				Name / Crew Quality													
Neshatan Gunship				Speed / Troops													
				8			5			8			5			8	
Service date 1977+ Hull 6 Turns 1/45° Craft Special Advanced Jump Point Flight Computer Stealth 4+				Hull Damage													
				5				10				5				10	
WEAPON NAME RANGE AD SPECIAL				Crew Casualties													
				5				10				5				10	
				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													
				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													