

Minbari Federation - War			Name / Crew Quality																		
Sharkaan Advanced Warcruiser			Speed / Troops																		
			8			3			8			3			8			3			
Service date 2261+ Hull 5 Turns 1/45° Craft Nial Flight (2) Special Advanced Jump Point Flight Computer Stealth 5+	Hull Damage																				
				5			10			5			10			5			10		
				15			20			15			20			15			20		
				25			30			25			30			25			30		
				35			40			35			40			35			40		
				45			50			45			50			45			50		
				55			60			55			60			55			60		
	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			5			10			
			15			20			15			20			15			20			
			25			30			25			30			25			30			
			35			40			35			40			35			40			
			45			50			45			50			45			50			
			55			60			55			60			55			60			
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																					
WEAPON NAME			RANGE/AD			SPECIAL															
Boresight																					
Forward																					
Improved Neutron Laser			36	4	B/P/SAP/TO																
Fusion Cannon			18	8	AP/MB																
Port																					
Fusion Cannon			18	4	AP/MB																
Starboard																					
Fusion Cannon			18	4	AP/MB																
Aft																					
Neutron Laser			30	4	B/DD/P/SAP																
Fusion Cannon			18	6	AP/MB																
Boresight (Aft)																					
Turret																					