

Minbari Federation - Raid				Name / Crew Quality											
Teshlan Fast Cruiser				Speed / Troops											
				14				3				14			
Service date 2177+ Hull 5 Turns 2/45° Craft Nial Flight (1) Special Advanced Jump Point Flight Computer Stealth 4+				Hull Damage											
				15				20				15			
WEAPON NAME				RANGE				AD				SPECIAL			
Boresight															
Forward															
Neutron Laser	20	2	B/DD/P/SAP	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											
Fusion Cannon	18	6	AP/MB												
Port															
Fusion Cannon	18	6	AP/MB												
Starboard															
Fusion Cannon	18	6	AP/MB												
Aft															
Fusion Cannon	18	6	AP/MB												
Boresight (Aft)															
Turret															
				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															