

Minbari Federation - Raid		Name / Crew Quality											
		Speed / Troops											
Tigara Attack Cruiser		12			3			12			3		
Service date 1990+		Hull Damage											
Hull 5		5			10			5			10		
Turns 2/45°		15			20			15			20		
Craft Nial Flight (1)		15			20			15			20		
Special Advanced Jump Point Flight Computer Stealth 4+		15			20			15			20		
WEAPON NAME		RANGE AD			SPECIAL								
Boresight													
Forward		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 4 AP/MB		5			10			5			10		
Molecular Disruptor 8 6 AP/DD/P		15			20			15			20		
Antimatter Converter 4 6 DD/SAP		25			30			25			30		
Port													
Fusion Cannon 18 4 AP/MB		5			10			5			10		
Molecular Disruptor 8 4 AP/DD/P		15			20			15			20		
Starboard													
Fusion Cannon 18 4 AP/MB		5			10			5			10		
Molecular Disruptor 8 4 AP/DD/P		15			20			15			20		
Aft													
Fusion Cannon 18 4 AP/MB		5			10			5			10		
Molecular Disruptor 8 4 AP/DD/P		15			20			15			20		
Boresight (Aft)													
Turret													
		Crew Casualties											
		5			10			5			10		
		15			20			15			20		
		25			30			25			30		
		35			35			35			35		
		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											