

Minbari Federation - Skirmish				Name / Crew Quality																																																																																																																																													
Torotha Assault Frigate				Speed / Troops																																																																																																																																													
				12				2				12				2																																																																																																																																	
Service date 2006+ Hull 4 Turns 2/45° Craft Special Advanced Jump Point Flight Computer Stealth 4+				Hull Damage <table border="1"> <tr> <td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td> </tr> <tr> <td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td> </tr> </table>												5	10	5	10	5	10	5	10	5	10	5	10	5	10	15		15		15		15		15		15		15																																																																																																							
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WEAPON NAME RANGE AD SPECIAL Boresight Forward Fusion Cannon 12 4 AP/MB Molecular Pulsar 6 4 AP/DD/P Port Starboard Aft Fusion Cannon 12 2 AP/MB Boresight (Aft) Turret				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 <table border="1"> <tr> <td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td><td>5</td><td>10</td> </tr> <tr> <td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td><td>15</td><td></td> </tr> </table>												5	10	5	10	5	10	5	10	5	10	5	10	5	10	15		15		15		15		15		15		15																																																																																																							
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				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																																																																																																																																													
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