Minbari Federation - Battle

Troligan Armoured Cruiser

Name / Crew Quality					

Speed / Troops					
7	4	7	4	7	4

Service date 2166+
Hull 5
Turns 1/45°
Craft Flyer Flight (1)
Special Advanced Jump Point
Flight Computer
Stealth 4+

Hull Damage		
5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55	5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55	5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55

WEAPON NAME	RANGE	AD	SPECIAL
Boresight			
Forward			
Neutron Laser	25	2	B/DD/P/SAP
Fusion Cannon	18	8	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			

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, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60	5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60	5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 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	+1D6	+1D6	-
5	REACTOR IMPLOSION	+2D6	+4D6	-
6	CATASTROPHIC EXPLOSION	4D6	+2D6	-
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL				

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