

Minbari Federation - Battle				Name / Crew Quality											
				Speed / Troops											
Veshatan Fast Gunship				12			5			12			5		
Service date 1989-2207				Hull Damage											
Hull 5				5			10			5			10		
Turns 1/45°				15			20			15			20		
Craft				25			30			25			30		
Special				35			40			35			40		
Advanced Jump Point				45			50			45			50		
Flight Computer				55			55			55			55		
Stealth 4+															
WEAPON NAME RANGE AD SPECIAL				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											
Boresight				Crew Casualties											
Forward				5			10			5			10		
Neutron Laser 25 4 B/DD/P/SAP				15			20			15			20		
Fusion Cannon 18 6 AP/MB				25			30			25			30		
Port				35			40			35			40		
Fusion Cannon 18 4 AP/MB				45			50			45			50		
Starboard				55			60			55			60		
Fusion Cannon 18 4 AP/MB															
Aft															
Fusion Cannon 18 4 AP/MB				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											
Boresight (Aft)				CRITICAL HITS											
Turret				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											