

Minbari Federation - Raid				Name / Crew Quality															
Ashinata Heavy Escort				Speed / Troops															
				12				4				12				4			
				Hull Damage															
				5				10				5				10			
				15				20				15				20			
				25				30				25				30			
				35				40				35				40			
Service date 2236+				<p>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</p>															
Hull 5																			
Turns 2/45°																			
Craft																			
Special				Crew Casualties															
				5				10				5				10			
				15				20				15				20			
				25				30				25				30			
				35				40				35				40			
Special				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															
				<p>CRITICAL HITS</p>															
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight																			
Forward																			
Fusion Cannon				18				6				AP/MB/TL							
Port																			
Fusion Cannon				18				6				AP/MB/TL							
Starboard																			
Fusion Cannon				18				6				AP/MB/TL							
Aft																			
Fusion Cannon				18				6				AP/MB/TL							
Boresight (Aft)																			
Turret																			
				<p>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</p>															