

Minbari Federation - Raid				Name / Crew Quality																				
Esharan Anti-Fighter Frigate				Speed / Troops																				
				12			4			12			4			12			4					
Service date	2066+			Hull Damage																				
Hull	5			5			10			5			10			5			10					
Turns	2/45°			15			20			15			20			15			20					
Craft				25			30			25			30			25			30					
Special	Advanced Jump Point Flight Computer Stealth 4+			35			35			35			35			35			35					
WEAPON NAME				RANGE			AD			SPECIAL														
Boresight																								
Forward																								
Fusion Cannon	18			6			AP/MB			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														
Shock Cannon	5			4			AF/AP																	
Port																								
Fusion Cannon	18			4			AP/MB																	
Shock Cannon	5			4			AF/AP																	
Starboard																								
Fusion Cannon	18			4			AP/MB																	
Shock Cannon	5			4			AF/AP																	
Aft																								
Fusion Cannon	18			4			AP/MB																	
Shock Cannon	5			4			AF/AP																	
Boresight (Aft)																								
Turret																								
				Crew Casualties																				
				5			10			5			10			5			10					
				15			20			15			20			15			20					
				25			30			25			30			25			30					
				35			40			35			40			35			40					
				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																				