

Minbari Federation - Raid				Name / Crew Quality																				
Leshath Heavy Scout				Speed / Troops																				
				10			3			10			3											
Service date 1995+ Hull 4 Turns 2/45° Craft Nial Flight (1) Special Advanced Jump Point Flight Computer Scout Stealth 5+				Hull Damage																				
				5			10			5			10			5			10					
WEAPON NAME				RANGE			AD			SPECIAL														
Boresight																								
Forward				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																				
Fusion Cannon				18			8			AP/MB														
Port				Crew Casualties																				
Fusion Cannon				18			6			AP/MB			5			10			5			10		
Starboard																								
Fusion Cannon				18			6			AP/MB														
Aft																								
Fusion Cannon				18			6			AP/MB														
Boresight (Aft)				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																				
Turret																								
				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																				