

Minbari Federation - War				Name / Crew Quality																					
Neshatan Gunship				Speed / Troops																					
				8			5			8			5			8			5						
Service date 1977+ Hull 6 Turns 1/45° Craft Special Advanced Jump Point Flight Computer Stealth 4+				Hull Damage																					
				5				10				5				10									
WEAPON NAME				RANGE		AD		SPECIAL																	
Boresight																									
Forward																									
Neutron Laser				30		6		B/DD/P/SAP		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		Crew Casualties															
Port																									
Fusion Cannon				18		6		AP/MB		5				10				5				10			
Starboard																									
Fusion Cannon				18		6		AP/MB		15				20				15				20			
Aft																									
Neutron Laser				30		4		B/DD/P/SAP		25				30				25				30			
Fusion Cannon				18		4		AP/MB		35				40				35				40			
Boresight (Aft)																									
Turret																									
				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																					