

| Minbari Federation - War  |                             |  | Name / Crew Quality   |  |                             |         |  |  |    |  |  |    |  |  |    |  |  |    |  |  |
|---|-----------------------------|--|---|--|-----------------------------|---------|--|--|----|--|--|----|--|--|----|--|--|----|--|--|
|   |                             |  |   |  |                             |         |  |  |    |  |  |    |  |  |    |  |  |    |  |  |
| Sharkaan Advanced Warcruiser                                    |                             |  | Speed / Troops  |  |                             |         |  |  |    |  |  |    |  |  |    |  |  |    |  |  |
|   |                             |  | 8   |  |                             | 3       |  |  | 8  |  |  | 3  |  |  | 8  |  |  | 3  |  |  |
| Service date 2261+  |                             |  | Hull Damage   |  |                             |         |  |  |    |  |  |    |  |  |    |  |  |    |  |  |
| Hull 5  |                             |  | 5   |  |                             | 10      |  |  | 5  |  |  | 10 |  |  | 5  |  |  | 10 |  |  |
| Turns 1/45°   |                             |  | 15  |  |                             | 20      |  |  | 15 |  |  | 20 |  |  | 15 |  |  | 20 |  |  |
| Craft Nial Flight (2)   |                             |  | 25  |  |                             | 30      |  |  | 25 |  |  | 30 |  |  | 25 |  |  | 30 |  |  |
| Special Advanced Jump Point                                     |                             |  | 35  |  |                             | 40      |  |  | 35 |  |  | 40 |  |  | 35 |  |  | 40 |  |  |
| Flight Computer   |                             |  | 45  |  |                             | 50      |  |  | 45 |  |  | 50 |  |  | 45 |  |  | 50 |  |  |
| Stealth 5+  |                             |  | 55  |  |                             | 60      |  |  | 55 |  |  | 60 |  |  | 55 |  |  | 60 |  |  |
| WEAPON NAME   |                             |  | RANGEAD   |  |                             | SPECIAL |  |  |    |  |  |    |  |  |    |  |  |    |  |  |
| Boresight   |                             |  |   |  |                             |         |  |  |    |  |  |    |  |  |    |  |  |    |  |  |
| Forward   |                             |  |   |  |                             |         |  |  |    |  |  |    |  |  |    |  |  |    |  |  |
| Improved Neutron Laser 36 4 B/P/SAP/TO                          |                             |  | 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  |                             |  | 5   |  |                             | 10      |  |  | 5  |  |  | 10 |  |  | 5  |  |  | 10 |  |  |
| Fusion Cannon 18 4 AP/MB  |                             |  | 15  |  |                             | 20      |  |  | 15 |  |  | 20 |  |  | 15 |  |  | 20 |  |  |
| Starboard   |                             |  | 25  |  |                             | 30      |  |  | 25 |  |  | 30 |  |  | 25 |  |  | 30 |  |  |
| Fusion Cannon 18 4 AP/MB  |                             |  | 35  |  |                             | 40      |  |  | 35 |  |  | 40 |  |  | 35 |  |  | 40 |  |  |
| Aft   |                             |  | 45  |  |                             | 50      |  |  | 45 |  |  | 50 |  |  | 45 |  |  | 50 |  |  |
| Neutron Laser 30 4 B/DD/P/SAP                                   |                             |  | 55  |  |                             | 60      |  |  | 55 |  |  | 60 |  |  | 55 |  |  | 60 |  |  |
| Fusion Cannon 18 6 AP/MB  |                             |  | 65  |  |                             |         |  |  | 65 |  |  |    |  |  | 65 |  |  |    |  |  |
| 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 |                             |  |   |  |                             |         |  |  |    |  |  |    |  |  |    |  |  |    |  |  |