

Minbari Federation - War				Name / Crew Quality													
Sharlin Warcruiser				Speed / Troops													
				8			5			8			5				
Service date 1958+ Hull 5 Turns 1/45° Craft Flyer Flight (1) Nial Flight (4) Special Advanced Jump Point Flight Computer Stealth 5+				Hull Damage													
				5			10			5			10			5	
WEAPON NAME RANGE AD SPECIAL				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													
Boresight				Crew Casualties													
Forward				5													
Neutron Laser 30 6 B/DD/P/SAP				15													
Fusion Cannon 18 8 AP/MB				20													
Port				25													
Fusion Cannon 18 8 AP/MB				30													
Starboard				35													
Fusion Cannon 18 8 AP/MB				40													
Aft				45													
Neutron Laser 30 4 B/DD/P/SAP				50													
Fusion Cannon 18 8 AP/MB				55													
Boresight (Aft)				60													
Turret				65													
				Skeletal 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													