

Minbari Federation - War		Name / Crew Quality											
Sharoos Heavy Warcruiser		Speed / Troops											
		8			5			8			5		
Service date 2008+		Hull Damage											
Hull 5		5			10			5			10		
Turns 1/45°		15			20			15			20		
Craft Flyer Flight (1)		25			30			25			30		
Special Advanced Jump Point		35			40			35			40		
Flight Computer		45			50			45			50		
Stealth 5+		55			60			55			60		
WEAPON NAME		RANGE		AD		SPECIAL							
Boresight													
Forward													
Neutron Laser		30		4		B/DD/P/SAP							
Fusion Cannon		18		6		AP/MB							
Port													
Neutron Laser		30		2		B/DD/P/SAP							
Fusion Cannon		18		4		AP/MB							
Starboard													
Neutron Laser		30		2		B/DD/P/SAP							
Fusion Cannon		18		4		AP/MB							
Aft													
Neutron Laser		30		2		B/DD/P/SAP							
Fusion Cannon		18		6		AP/MB							
Boresight (Aft)													
Turret													
		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											
		Crew Casualties											
		5			10			5			10		
		15			20			15			20		
		25			30			25			30		
		35			40			35			40		
		45			50			45			50		
		55			60			55			60		
		65			65			65			65		
		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											