

Minbari Federation - Raid				Name / Crew Quality															
Teshlan Fast Cruiser				Speed / Troops															
				14				3				14				3			
Service date 2177+ Hull 5 Turns 2/45° Craft Nial Flight (1) Special Advanced Jump Point Flight Computer Stealth 4+				Hull Damage															
				15				20				15				20			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight																			
Forward																			
Neutron Laser	20	2	B/DD/P/SAP																
Fusion Cannon	18	6	AP/MB																
Port																			
Fusion Cannon	18	6	AP/MB																
Starboard																			
Fusion Cannon	18	6	AP/MB																
Aft																			
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								35							
				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																			