

<b>Minbari Federation - Skirmish</b>				Name / Crew Quality			
<b>Torotha Assault Frigate</b>				Speed / Troops			
Service date <b>2006+</b>							
Hull <b>4</b>							
Turns <b>2/45°</b>							
Craft							
Special <b>Advanced Jump Point Flight Computer Stealth 4+</b>							
WEAPON NAME				Hull Damage			
RANGE	AD	SPECIAL					
<b>Boresight</b>							
<b>Forward</b>							
Fusion Cannon	12	4	AP/MB				
Molecular Pulsar	6	4	AP/DD/P				
<b>Port</b>							
<b>Starboard</b>							
<b>Aft</b>							
Fusion Cannon	12	2	AP/MB				
<b>Boresight (Aft)</b>							
<b>Turret</b>							
				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			
				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			