

BATTLE					CENTAURI REPUBLIC					BALVARIX Class Strike Carrier				
Hull	5				Service Date	2262+				Name	Crew Quality	Ship XP		
Damage	55/14	Crew		60/15	Craft:									
Troops	2				8 SENTRI FLIGHTS									
Speed	5				Special:									
Turns	1/45°	1/45°	1/45°	1/45°	CARRIER 2, COMMAND 2, FLEET CARRIER, INTERCEPTORS 2, JUMP POINT									

Hull Damage				5				10					15				20				25				30				35				40	
Crippled				45				50					55																					
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Crippled				45				50					55																					

Crippled: Turns reduced, half speed, lose Fleet Carrier, lose Command, only 1 weapon system per arc may be fired, lose Interceptors, 50% to lose each other special trait.

Hits	d6	ENGINE CRITICALS [1-2]	Dam.	Crew	Effect	Hits	d6	REACTOR CRITICALS [3]	Dam.	Crew	Effect
	1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED		1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED
	3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED		4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS
	5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED		6	REACTOR EXPLOSION	+3	+4	SPEED 0, NO SPECIAL ACTIONS
	6	ENGINES DISABLED	+3	+1	SPEED 0, NO SPECIAL ACTIONS						

WEAPON NAME	ARC	RANGE	MOD	AD	MOD	SPECIAL
Matter Cannon	F	15	---	8	---	AP, Double Damage
Matter Cannon	A	15	---	8	---	AP, Double Damage
Twin Particle Array	F	8	---	6	---	Twin-Linked
Twin Particle Array	P	8	---	6	---	Twin-Linked
Twin Particle Array	S	8	---	6	---	Twin-Linked
Twin Particle Array	A	8	---	6	---	Twin-Linked

Hits	d6	WEAPON CRITICALS [4]	Dam.	Crew	Effect	WEAPON FIRE ARCS	
	1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1 AD (MIN 0)		
	4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE		
	5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC		
	6	CATASTROPHIC AMMUNITION EXPLOSION	+3	+4	NO WEAPONS MAY FIRE		

Crew Casualties				5				10					15				20				25				30				35				40				45
Skeleton Crew				50				55					60																								
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Skeleton Crew				50				55					60																								
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Skeleton Crew				50				55					60																								

Skeleton Crew: No special orders allowed, lose Fleet Carrier, lose Command, only one weapon system per turn may be fired, all DC checks at -2.

Hits	d6	CREW CRITICALS [5]	Dam.	Crew	Effect	Hits	d6	VITAL SYSTEMS CRITICALS [6]	Dam.	Crew	Effect
	1-2	FIRE	+0	+2	-		1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS
	3-4	MULTIPLE FIRES	+0	+3	-		2	ENGINEERING	+4	+3	NO DAMAGE CONTROL PERMITTED
	5	LOCALISED DECOMPRESSION	+1	+3	-		3	WEAPONS CONTROL	+4	+4	NO FIRING OUT OF ONE RANDOM ARC
	6	HULL BREACH	+2	+4	-		4	SECONDARY EXPLOSIONS	+106	+106	-
*** VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED ***							5	REACTOR IMPLOSION	+206	+406	-
							6	CATASTROPHIC EXPLOSION	+406	+206	-

For more information, see Babylon 5: A Call to Arms Advanced Rules and Updates In *Sky Full of Stars*