

WAR <i>Planetary Assault</i>					CENTAURI REPUBLIC					OCTURIAN Class Battleship																												
Hull	6				Service Date	2202+				Name	Crew Quality	Ship XP																										
Damage	70/18	Crew		85/24	Craft:																																	
Troops	8				4 SENTRI FLIGHTS																																	
Speed	6				Special:																																	
Turns	1/45°	1/45°	1/45°	1/45°	COMMAND 2, INTERCEPTORS 2, JUMP POINT																																	
Hull Damage				5				10					15				20				25				30				35				40				45	
50	Crippled				55				60				65				70				75				80				85				90				95	
Hull Damage			5				10				15				20				25				30				35				40				45			
50	Crippled				55				60				65				70				75				80				85				90				95	
Hull Damage			5				10				15				20				25				30				35				40				45			
50	Crippled				55				60				65				70				75				80				85				90				95	
Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, 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																								
		POWER RELAYS DESTROYED		+0	+0	-1 SPEED				CAPACITORS DAMAGED		+0	+1	-2 SPEED																								
		THRUSTERS DAMAGED		+1	+0	-2 SPEED				REACTOR GAS LEAK		+0	+3	NO SPECIAL ACTIONS																								
		FUEL SYSTEM RUPTURED		+2	+1	-4 SPEED				REACTOR EXPLOSION		+3	+4	SPEED 0, NO SPECIAL ACTIONS																								
		ENGINES DISABLED		+3	+1	SPEED 0, NO SPECIAL ACTIONS																																
WEAPON NAME																																						
ARC																																						
RANGE																																						
MOD																																						
AD																																						
MOD																																						
SPECIAL																																						
Mass Driver F 10 ---- 8 ---- AP, Slow-Loading, Triple Damage																																						
Mass Driver F 10 ---- 8 ---- AP, Slow-Loading, Triple Damage																																						
Battle Laser F 35 ---- 6 ---- Beam, Double Damage, Super AP																																						
Battle Laser A 35 ---- 2 ---- Beam, Double Damage, Super AP																																						
Matter Cannon F 12 ---- 10 ---- AP, Double Damage																																						
Matter Cannon P 12 ---- 8 ---- AP, Double Damage																																						
Matter Cannon S 12 ---- 8 ---- AP, Double Damage																																						
Matter Cannon A 12 ---- 6 ---- AP, Double Damage																																						
Twin Particle Array F 10 ---- 8 ---- Twin-Linked																																						
Twin Particle Array P 10 ---- 10 ---- Twin-Linked																																						
Twin Particle Array S 10 ---- 10 ---- Twin-Linked																																						
Twin Particle Array A 10 ---- 8 ---- Twin-Linked																																						
Hits	d6	WEAPON CRITICALS [4]		Dam.	Crew	Effect		WEAPON FIRE ARCS																														
		TARGETING SYSTEM DAMAGED		+0	+1	ALL WEAPONS LOSE 1 AD (MIN 0)																																
		POWER FLUCTUATIONS		+0	+0	ALL WEAPONS NEED 4+ TO FIRE																																
		WEAPONS OFFLINE		+2	+2	NO FIRING 1 RANDOM ARC																																
		CATASTROPHIC AMMUNITION EXPLOSION		+3	+4	NO WEAPONS MAY FIRE																																
Crew Casualties																																						
				5				10																														
50				55				60																														
Skeleton Crew																																						
				5				10																														
50				55				60																														
Skeleton Crew																																						
				5				10																														
50				55				60																														
Skeleton Crew																																						
Skeleton Crew: No special orders allowed, 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																								
		FIRE		+0	+2	-				BRIDGE HIT		+0	+1	NO SPECIAL ACTIONS																								
		MULTIPLE FIRES		+0	+3	-				ENGINEERING		+4	+3	NO DAMAGE CONTROL PERMITTED																								
		LOCALISED DECOMPRESSION		+1	+3	-				WEAPONS CONTROL		+4	+4	NO FIRING OUT OF ONE RANDOM ARC																								
		HULL BREACH		+2	+4	-				SECONDARY EXPLOSIONS		+106	+106	-																								
										REACTOR IMPLOSION		+206	+406	-																								
										CATASTROPHIC EXPLOSION		+406	+206	-																								
* VITAL SYSTEMS CRITICALS * * * MAY NOT BE REPAIRED * *																																						
For more information, see Babylon 5: A Call to Arms Advanced Rules and Updates in Sky Full of Stars																																						