

| PATROL |       |       |       | DRAZI FREEHOLD |              |       |  | GUARDHAWK Class Battle Escort |              |         |  |
|--------|-------|-------|-------|----------------|--------------|-------|--|-------------------------------|--------------|---------|--|
| Hull   | 4     |       |       |                | Service Date | 2234+ |  | Name                          | Crew Quality | Ship XP |  |
| Damage | 14/4  | Crew  |       | 16/5           | Craft:       |       |  |                               |              |         |  |
| Troops | 2     |       |       |                | NONE         |       |  |                               |              |         |  |
| Speed  | 12    |       |       |                | Special:     |       |  |                               |              |         |  |
| Turns  | 2/45° | 1/45° | 1/45° | 1/45°          | NONE         |       |  |                               |              |         |  |

|             |  |  |  |  |   |  |  |  |  |    |
|-------------|--|--|--|--|---|--|--|--|--|----|
| Hull Damage |  |  |  |  | 5 |  |  |  |  | 10 |
| Crippled    |  |  |  |  |   |  |  |  |  |    |
| Hull Damage |  |  |  |  | 5 |  |  |  |  | 10 |
| Crippled    |  |  |  |  |   |  |  |  |  |    |
| Hull Damage |  |  |  |  | 5 |  |  |  |  | 10 |
| Crippled    |  |  |  |  |   |  |  |  |  |    |

Crippled: Turns reduced, half speed, 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            |
|-------------------|-----|-------|-----|----|-----|--------------------|
| Particle Repeater | F   | 12    | --- | 2  | --- | Twin-Linked        |
| Particle Beam     | T   | 4     | --- | 6  | --- | Anti-Fighter, Weak |

| 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 |
| Skeleton Crew   |  |  |  |  | 15 |  |  |  |  |    |
| Crew Casualties |  |  |  |  | 5  |  |  |  |  | 10 |
| Skeleton Crew   |  |  |  |  | 15 |  |  |  |  |    |
| Crew Casualties |  |  |  |  | 5  |  |  |  |  | 10 |
| Skeleton Crew   |  |  |  |  | 15 |  |  |  |  |    |

Skeleton Crew: No special orders allowed, 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*