

SKIRMISH				DRAZI FREEHOLD				STRIKEHAWK Class Battle Carrier			
Hull	6			Service Date	2220+			Name	Crew Quality	Ship XP	
Damage	20/5	Crew	24/6	Craft:							
Troops	3			1 SKY SERPENT							
Speed	12			Special:							
Turns	2/45°	1/45°	1/45°	1/45°	NONE						

Hull Damage					5						10						15
Crippled					20												
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Crippled					20												
Hull Damage					5						10						15
Crippled					20												

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 Cannon	B	15	---	3	---	Beam, Super AP
Particle Repeater	B	10	---	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
Skeleton Crew					20												
Crew Casualties					5						10						15
Skeleton Crew					20												
Crew Casualties					5						10						15
Skeleton Crew					20												

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*